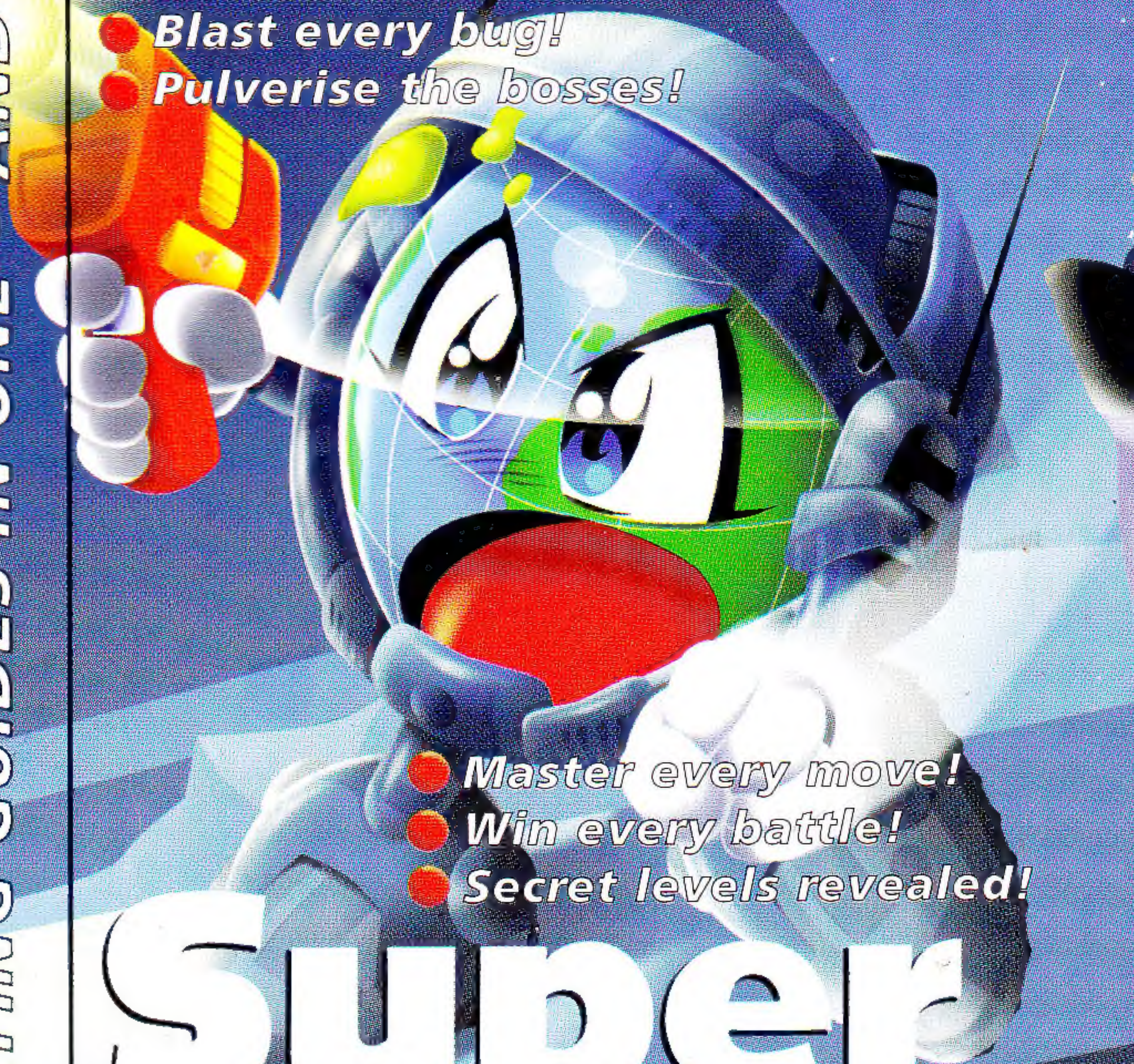


N64  
MAGAZINE

# Jet Force Gemini

- Track down all the Tribals!
- Blast every bug!
- Pulverise the bosses!



- Master every move!
- Win every battle!
- Secret levels revealed!

# Super Smash Bros

No. 20



Devious tips and handy advice  
for loads of other top N64 games









**Double Game Guide +**

**JET FORCE  
GEMINI  
&  
SUPER  
SMASH BROS**

Written by **Daniel Glenfield**

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## **CREDITS**

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### **N64 MAGAZINE'S DOUBLE GAME GUIDE +: JET FORCE GEMINI & SUPER SMASH BROS**

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# Welcome!

**W**e waited and waited for Rare's futuristic bug blaster, and, when it finally arrived it certainly didn't disappoint. Three playable characters, hordes of green slime producing aliens and a whole collection of cute, furry Tribals begging to be rescued.

Amazingly, the one complaint that seems to have been levelled at *JFG* is that it's too big! We can't really see a problem with plenty of hours of gameplay, but just in case you're getting stuck we've compiled our very own step-by-step guide, with the location of every Tribal, all the hidden weapons you'll need to complete your quest and tips on how to thrash the ferocious bosses. We've also pointed out places you'll need to remember to come back to with other characters, and where to find the sub games.

So, what are you waiting for? Unleash your Plasma Shotgun and get splattering!

Another title we waited far too long for was Ninty's beat-'em-up, *Super Smash Bros.* Watching Mario and friends thrash the pants off each other was also an experience worth holding out for and this is by far the N64's finest beat-'em-up to date.

To help you get the best from it, we've put together a list of every move and combo, tips on how to battle your way through the single player game and a whole host of secrets. Waste no time and get bashing!

# JET FORCE GEMINI

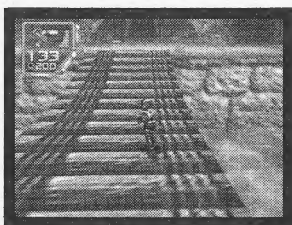
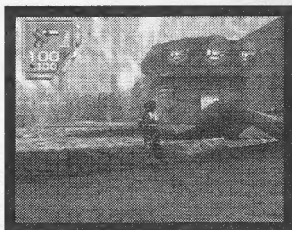
JUNO

**GOLDWOOD:** Outset

● Speak to King Jeff to learn more about what's going down on Goldwood.

**MAKE A NOTE:**

(Vela) Hug the right wall in the area with King Jeff's house – you'll stumble upon a secret area, containing a fish pond (with a **TOTEM** at the bottom) and some **FISH FOOD**. Also, unlock the Yellow key door to find the **SHURIKENS**.



● Liberate the village by using manual targeting to take out all the drones. The bend in the path leading to it provides some much-needed cover. Remember to let your pistol recharge between attacks and don't forget the **CAPACITY CRATE** which increases the amount of Pistol ammo you can carry.

**MAKE A NOTE:**

You won't be able to enter the huts just yet, as the key to the front door comes in the form of a missile! Come back once you have the rocket launcher.

● Unlock the first Life Force door and enter the cave. With the Tribals is a large crate with the **YELLOW KEY** inside.

● Grab the **RED KEY** from Magnus and open the red key door to find a solitary bug guarding a **MACHINE GUN**. You can use this on the lock outside to open up the next part of the level.

### GOLDWOOD: Interior

● In the large clearing there are many soldier ants below, covered by a single sniper in the treetop near the destroyed hut. Keep moving and shooting the ants, who will try to get round to the side of you, and then deal with the sniper.

● For the flying drones hide behind some foliage and use your Pistol to knock them out of the sky.

#### MAKE A NOTE:

**To cross the chasm you'll need to bring Lupus here later on in the game.**



## Tribals

### Goldwood Outset (7)

- 1: First path leading into the forest.
- 2: Inside the village huts.
- 4: In the largest chamber in the cave.

### Interior (10)

- 1: Covering by a crate in the first forest corridor.
- 2: On top of the ruined hut.
- 4: About to be executed in the clearing.
- 3: Behind the crates to the left of the Life Force door when the aerial drones attack.

## FLOYD

Even if you don't have a second player available to aid you, it is still easy enough to use Floyd. Plug a controller into Port 2 and hold it in your left hand. Controller 1 goes into your right hand, holding R and using the C-buttons for movement. This way you can strafe enemies and still use the rapid fire twin Pistols equipped to your robotic buddy. Sure comes in handy for battling shield ants!





---

**SS ANUBIS: Hold**

● In the corner at the start is a stack of boxes. Use them to climb up and nab a **PLASMA SHOTGUN**. Also lying around in this room are two **CAPACITY CRATES** (Pistol and Machine Gun types), as well as a **GEMINI HOLDER**. With the Yellow Key you can make your way to the **DEPOSITORY** by running across the walkway above you.

**MAKE A NOTE:**

Come back with the jetpack to soar up to reach **PASSAGEWAY**.

● As you near the holding area, and your ship, you'll find a large conveyor belt. At the very top of it lies another **GEMINI HOLDER**, but you'll need to fight past the drones while avoiding the mines to get to it. Smash a glass panel and go through to find a **TOTEM** on the other side of the walkway. Next come the air vents, filled with bugs. Inside you will find the **CLUSTER BOMBS**, as well as plenty of tokens which will reappear when you leave and re-enter the room. You can now pick up the **CAPACITY CRATE** at the bottom of the conveyor belt.

**MAKE A NOTE:**

When you've rebuilt Floyd later in the game, come back here and play the sub game to acquire the **EARPLUGS**.

● Back to the conveyor belt then, and through the life force door to rescue **VELA** before hopping on board your ship and blasting outta there!

● **SECURITY LOCKS** – There are three in the room with the moving platform (on the right wall, high up on the far wall, and one below the platform), one on the way to the Depository, one more in the room with six columns, another high up near the conveyor belt, and the last one is next to a holding cell.

## Tribals

**Hold (10)**

2: Near the big bug in the second room (by a barrel).

1: On top of the crate in the moving platform room.

7: In prison cells.



### TAWFRET: Bog

- Race past the drones and speak to King Jeff for the **TRI ROCKET LAUNCHER**. The tomb to your left holds some useful **GRENADES**. Grab the **CAPACITY CRATE** (Plasma Shotgun) and enter the nearby tomb for two more **CAPACITY CRATES** (Tri Rocket Launcher).

#### MAKE A NOTE:

The trapdoor in the derelict church can only be opened once you have the crowbar from Gimlet.

- Turn around and go back to the bog. Using your rockets kill off all the wandering enemies to unlock the Life Force door (look to your left to see it). Behind it you'll find a **GEMINI HOLDER**, which will be invaluable for the next few areas.

### TAWFRET: Bridge

- There are two **CAPACITY CRATES** at the treetop village. One in front of you (Pistol) and one in the water (Shotgun).

#### MAKE A NOTE:

(Vela) There is a **TOTEM** in a submerged tunnel underneath the treetop huts. (Lupus) Use Lupus here to fly over to the single hut, which contains a **TOTEM**.

- Bathing in the lake are a large group of mutants keen to sink their teeth into you. Switch to the Plasma Shotgun and run along the bank using fully charged shots to defeat them all, picking up the ammo they drop to replenish your own supplies. Climb the tree, snatch the trousers and head on through to the next part of the swamp.

#### MAKE A NOTE:

(Vela) There's a **SHIP PART** concealed underneath the tree where you found Gimlet's pants.

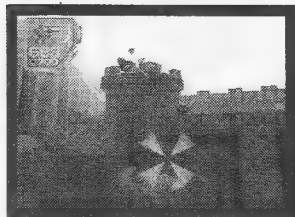
- Here you'll get a **CAPACITY CRATE** (Pistol), and a **ROBOT COMPONENT** from the wall in the corner. Walk through the large doorway, return the trousers to Gimlet, and receive the **CROWBAR** for your good behaviour. Back outside go through the passage to your left to get the **SNIPER RIFLE**. Leave, get on the roof, and go down the chimney.

- Head left, destroy the coffin and crawl through the small passage for two **CAPACITY CRATES** (Sniper Rifle and Homing Missiles). Behind the next set of coffins are some **REMOTE MINES** and a second



**ROBOT COMPONENT.** Escape back to the outside world and to the tower that Floyd is on. Blow off the door with the Tri Rocket Launcher and pick up the **FLARES**. Open the trapdoor and explore to find the third and final **ROBOT COMPONENT** with which you can repair Floyd.

### TAWFRET: Castle



● Immediately save the game, then hurry behind the stacked up crates. Use your tri-rockets to quickly dispatch the two mutants sitting on top of the towers, then machine-gun the flying droids. Lastly, use your sniper rifle for the bugs on the battlements, and stock up on ammo before heading through the Life Force door.

● From here it's just a case of ploughing through the legions of bad guys, using heavy artillery on the troublesome shield ants and calling upon Floyd's assistance when you want to conserve ammo. Just before the boss is a bountiful supply of arms and, believe us, you'll need them!

### Tribals

#### **Tawfret**

#### **Bog (10)**

2: Behind Life Force door in the bog (look right).

1: Atop ruined church.

2: Inside a tomb.

5: Underneath the church trapdoor.

#### **Bridge (12)**

4: As you go up into the treetop village.

1: Behind door in Floyd's section.

1: Underneath trapdoor in Floyd's tower.

2: Beneath chimney.

2: Use Flares inside Floyd's tower to find a way up to the top.

2: Opposite second and third coffins.

#### **Castle (6)**

1: At end of room with columns.

1: In the water near the columns.

2: Tucked away in small hole near two snipers.

2: Opposite Life Force door leading to the boss.



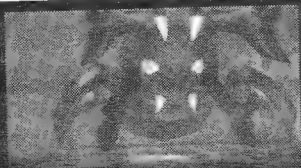
## JET FORCE GEMINI

### BOSS

● The bats are easy to avoid – just walk sideways. When the boss rears up, a floor attack is imminent, but you can dodge the flames with a simple jump, as long as it's timed correctly. Whip out the Tri Rocket Launcher and aim for one of his fangs. You can only do any damage to the boss when his toothy pegs flash. Knock them both out.

● Watch his antenna, and see which one powers up. Quickly fire some rockets at it and walk to one of the pillars to avoid the blast. Destroy both of them.

● Your Plasma Shotgun will work if you've exhausted your supply of rockets. Dodge his fiery floor attack, and be sure to get yourself behind a pillar when he begins to charge up an electric attack. A few good hits directly into the beast's chest should finish him off.



### JUNO

## BATTLECRUISER SEKHMET

● Steal the **GRENADES**, and a **CAPACITY CRATE** for your Pistol, from the chest at the start and enter the next room. Liquidise *all* the drones and go through the Life Force door on the left to find a **GEMINI HOLDER** and the **MACHINE GUN**.

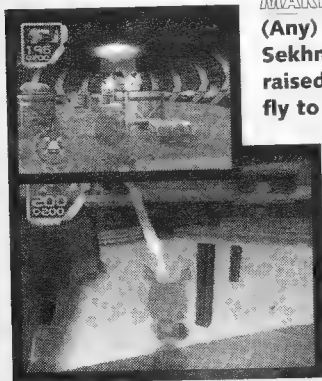
#### MAKE A NOTE:

(Any) The route to **WATER RUIN** is from Sekhmet. Look for a jetpad on the raised platform in the first room, then fly to the top corridor and turn left. Go through the Green Key door.

● Go through the other Life Force door and use the Machine Gun on the lock to open the door to Fishface. Talk to him for the **RED KEY**.

#### MAKE A NOTE:

(Any) Open the Magenta Door to find a **TOTEM** and a **SHIP PART**.





● Continue to fight past Mizar's drones, along the precarious walkways and you'll come across a second swarm of drones in a circular room. Take them out, and smash the glass in the adjacent room for the **GREEN KEY** and a **CAPACITY CRATE** (Machine Gun). It's worth remembering you can keep returning to the previous area to stock up on the re-materialising ammunition.



### MAKE A NOTE:

(Lupus) At the top of the spiral walkway is a **TOTEM** (you'll have seen it when the Life Force door unlocked) – use Lupus to get to it.

## Tribals

### **Sekhmet**

#### Battlecruiser (15)

4: By boxes in starting room.

2: In corridor leading to Water Ruin (use fuel pad and go right).

4: Along the three winding walkways.

3: Directly above the Green Key chest (shatter glass panels above and use pad).

2: Using Juno drop into the lava and go through the tunnel.

## CERULEAN: Dune

● Around the launch pad are two **CAPACITY CRATES** (Pistol and Machine Gun) and a bar of **GOLD** which you'll need a little later on. Use your grenades on the shield ants to open the right-hand Life Force door and search the area to your right for a second piece of **GOLD**. Go left and take the third and final piece from on top of the sewer pipe and hurry back to the other Life Force door. Pay for the **TRI ROCKET LAUNCHER** but steal the **GEMINI HOLDER**.

● Continue, fighting the shield ants with your newly-acquired toy (there's plenty of ammo), and enter the cave. Rescue the Tribals, take the **YELLOW KEY** and activate the **TOTEM**. Knock out the drones in the next area and go clockwise, following the wall and exploring all the rooms. You will find the **HOMING MISSILES**, a **GEMINI HOLDER**, and behind the Green Key grating is a **CAPACITY CRATE** (Pistol).



## JET FORCE GEMINI

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● In the narrow tunnels use manual targeting to sniff out the drones and save your rockets for the larger baddies. There are plenty of full health Gemini tokens but if you find your energy dangerously low, shoot the maggots on the ceiling to release a gem.

### Tribals

**Cerulean**

**Dune (8)**

6: In the cave after the field (new area).

2: Behind your ship at the end.

## ICHOR: Military Base

● Stay near your ship and let the ants advance on you, drawing them away from the safety of their 'big brother'. Once in the base take out the ants on the ground but *don't* venture out into the open – there are snipers above you. Once the ground force has been neutralised use a standing jump to climb to higher ground and shoot down the snipers. With a standing jump you can reach the raised walkway outside the base. Through the door there's a **SNIPER RIFLE** and some **FLARES**. Inside the first room there are several glass panels to the left, smash one and you can go through the air vent to find the **CLUSTER BOMBS** and a Floyd sub game (which will earn you an **ARCADE CHIP**).

### MAKE A NOTE:

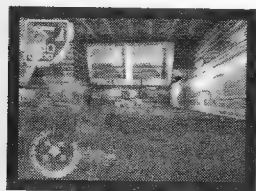
(Juno) When you reach the area with the fast-moving platforms and the jetpad, fly up to the tunnel entrance high above. Then cross the lava and activate the **TOTEM**.

### MAKE A NOTE:

In the same room jet up to the pipe above the doorway. Go through to find a **SHIP PART**.

● Keep battling the enemy, making full use of all available cover and ammunition, until you get to the moving platforms. Drop down and grab a **CAPACITY CRATE**

(homing missiles) hidden directly below, then get back up. So, the puzzle then... by stepping on a pad you can move its corresponding platform, but remember to jump off early to compensate for the slight delay of the character. And always keep the platform you intend to move in sight using target mode to snap the camera behind you. Collect





the **CAPACITY CRATE** (grenades) and activate the console to get your health and ammo topped up.

● Fight past all the drones between you and the weapons depot, and when you get to the bridge draw the ants to you. They'll make use of the crates as cover, but try to fight them on their own side and you'll be cut to ribbons by the heavily armoured guns by the side of the bridge. Once all the drones are down, sprint across the bridge and don't stop running until you're down alongside the giant steps leading into the depot. Using them as cover, shoot down your airborne foes and step inside. Once you're all tooled up, save the game.

### BOSS!

- The explosive grubs that are dropped from above can be avoided with ease. Remember they are only a danger when they explode, so when he spreads his arms out walk to the side. Use the Plasma Shotgun to knock off his claws (shoot the one about to fire) but remember the blast can be quite damaging.
- Once both claws are destroyed, keep moving to avoid the grubs and aim for his shoulders (they're not protected by his shell). Launch some rockets when he turns to the side, then move sideways to keep safe from his retaliation.
- Once the shell is destroyed keep moving along the platform and shooting as he flies around the screen. It shouldn't take too many hits to finish him off.



## Tribals

### Ichor

#### Military Base (16)

- 4: In second room (after glass panels).
- 1: Corner of room with snipers and shield ants.
  - 1: Up high in same room (use jetpad).
  - 1: Atop door of same room (use jetpad).
- 2: Opposite door in pistons room (use Lupus).
- 3: Corner of coloured tiles room (look left).
  - 2: Corner of swinging platforms room.
  - 1: Up high in the same platforms room.
  - 1: Atop door of same platforms room.



## LUPUS

### TROOP CARRIER SPAWNSHIP

● Open the two chests to obtain the **MACHINE GUN** and **PLASMA SHOTGUN**, as well as the **GEMINI HOLDER**. Hop on the lift for two **CAPACITY CRATES** (Pistol and Machine Gun).

#### MAKE A NOTE:

(Vela) In the first upper-floor room, dive down and swim through the underwater door for a **SHOCKER**.

● Keep going through the ship, across the beams and pipes (if you fall you'll need to backtrack to the beginning) and fight the ants on the girders. Go through the Life Force door and immediately let loose a trio of rockets to decapitate the guard holding the **RED KEY**.

● Go back out and through the adjacent door. You'll be set upon by a few drones but they'll be no match for your machine gun. Once they've dropped to the floor below, open the door and nip along the pipes. When you see the green sniper ants standing in the pipes, jump down to the floor and rescue the Tribals from the drone. Shoot down the snipers and, using your jet paws, fly through one of the pipes. On the other side you'll find the **SNIPER RIFLE** and the **YELLOW KEY**.

● From here it's a simple task of finishing off a few nasties and hopping aboard your ship to get to the next planet.

#### MAKE A NOTE:

(Juno) There's a **SHIP PART** waiting for you at the end of a ground floor corridor in the lava room. Also in this lava section, the **SHOCKER** is tucked away through a doorway in the central section of the walkway.

## Tribals

### Spawnship

#### Troop Carrier (15)

1: Near door of moving platform room.

1: Atop second Red Key door.

3: Inside waterlogged floor rooms (look down in second area).

4: Through upstairs Green Key door.

3: In room with the snipers in the pipes jump down.

2: Atop door of Vela's Shocker room.

1: Above the chest in the same room (use pad).



## RITH ESSA: Bluff

- Right from the start there's a **CAPACITY CRATE** for your Machine Gun, and if you make your way up the path in the next area you can hover over to the **GEMINI HOLDER** and **CAPACITY CRATE** (Pistol). The door behind the waterfall leads to some **HOMING MISSILES**.
- Open the chest by the water in the next area for a **TRI ROCKET LAUNCHER**. Fly over through the door on the right, avoid Flopsy and search his kennel for some goodies. Go see his master, then nip back outside and pick up the **GEMINI HOLDER** from on top of the kennel. Finally grab the **CLUSTER BOMBS** from the doorway and leave to go to Interior.

### MAKE A NOTE:

(Vela) Give Flopsy's owner the **Specialist Magazine** (found at Eschebone) to gain access to the Mines. Also, the blue key door holds the way to Ascent.

## RITH ESSA: Interior

- The most effective way to play this level is to imagine there are enemies around every corner. Switch to manual targeting to strafe and keep that Machine Gun smoking. Use your pistol to take out the drones in the distance and conserve your ammo as best you can. There are one or two bigger opponents to deal with but a few rockets will do enough to clear the way to your spacecraft.



## Tribals

### Rith Essa

#### Bluff (8)

- 2: First room through blue door.
- 2: Inside the following cavern.
- 2: At the end of the blue door tunnel.
- 2: Guarded by giant bugs on open-air walkway.

#### Interior (4)

- 1: To your right as you enter.
- 1: On left inside cave.
- 1: On the shelf with the coins.
- 1: Near to the exit.



### ESCHEBONE: Approach



● To defeat the twin soldier drones go right around the edge of the lava and machine gun the first one. Walk around a little more and his partner should jump out right in front of you. Pick up the **CAPACITY CRATE** (Tri Rocket Launcher) and in the next area shoot down the drones to safely collect the **GEMINI**

**HOLDER** and two **CAPACITY CRATES** (Machine Gun and Pistol).

● Search to the side of the walkway leading to the giant mouth for the **GRENADES**, and prepare to do some fancy throwing. Manoeuvre yourself just behind the box of grenades and, as the tongue lowers, throw one down its throat. Aim the target cursor high above the mouth and it should do the trick. Once the creature is dealt with (and its tongue has become a useful bridge) replenish your supply of grenades and step inside...

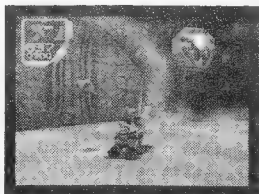
### ESCHEBONE: Thorax

● Pick up the **CAPACITY CRATES** near the start (for your Pistol, Grenades, and Cluster Bombs) and replenish your supplies using the console to your left (through the ribcage). Many of the areas in this part of the level are spacious enough to let you strafe enemy shots so your Pistol can be used to conserve Machine Gun ammunition.

#### MAKE A NOTE:

To get to the **CORTEX**, slip outside the body on the right-hand side and blow open the door. Fill up your jet pack with a few precious units of fuel and go up. From here you can slip along the spine and travel straight to the brain.

● You'll see a **GEMINI HOLDER** sat on a rock surrounded by water. You'll need to deal with a lot of enemies before the room is safe enough to attempt retrieval. Switch to target mode and move forward to open the Life Force grate, fire off a few Machine Gun rounds at the ground foes and step back.





Once you've cleared the floor, move out behind a rock and blast the airborne battalion before reinforcements arrive from the tunnel ahead.

### MAKE A NOTE:

Return here with Vela and swim through the underwater tunnels to find the **BLUE KEY**.

### MAKE A NOTE:

Once both bosses have been annihilated pick up the **CAPACITY CRATE** for your grenades before leaving. Nice!

## Tribals

### Eschebone

#### Approach (6)

6: In the first few areas.

#### Thorax (12)

2: Atop stone pillars (drop down from outside).

2: In large room with central geyser.

2: Take first left in underwater tunnel.

2: Left at next underwater junction.

2: In bright room at next underwater junction.

2: On floor below Magenta Key.

## BOSS!

● One of the bosses will jump down to face you and fire a few rounds. Just before it fires, shoot a rocket at it. Keep moving and when it leaps to the side of the playing field hide behind the bunker. When it can no longer use its machine gun it will throw rocks with the other arm. Wait for the arm to rise above its head and fire a rocket. Its partner will relieve him, so repeat the process to cripple it too.

● Switch to your Machine Gun and fire at its tail when it tries to shoot you (you'll need to strafe to avoid being hit). Use your Pistol to target it when it jumps to the side and repeat for the other boss.

● Their final assault will be to spit a volley of rocks at you. Point your rocket launcher up at the first boss's head and, as it throws it back, launch a few. It's not vulnerable for long, so make sure you take the chance. Keep moving to avoid its partner's attacks and finish it off in the same way.

● Once they're defeated turn around and go back to stock up on weapons and health, then fly over to the small passage that leads to your ship. You'll also find a **CAPACITY CRATE** nearby. A small reward for saving the day!



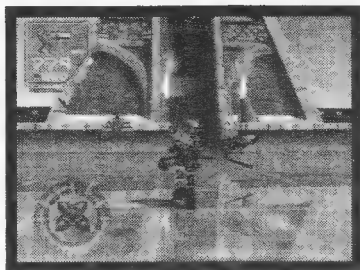
### MIZAR'S PALACE

#### JUNO

● Run across the polished floor and into the lobby. Inside there are two rooms, each with crates, weapon pick ups *and* loads of bugs. Look at the second torch on the left and jump onto it for a secret passage.

● To find the exit to the maze go left and through the door to the right of the first one you see. This'll take you to the lava room but if you want to find all the tribals you'll have to look more thoroughly. In the lava room shoot the guard to your right and squeeze through the hole to find a **TOTEM**.

● In the next area keep to the right and you'll find the Floyd sub game. The objective is to collect all the power crystals. Grab the crystals from the spinning hoops in the centre of the area, then look right for a smooth wall with two gaps in it – the second set are inside the top hole. Reverse, look left, and fly over to the corner to get the last few crystals. Go down through the passage and use them to bring the pyramid into the area. Step inside...



#### Tribals

##### Lobby (14)

5: In two lobby rooms.

5: Two rooms on right after torch drop.

2: Room to your left after drop.

2: In corner of lava room.



#### VELA

● Run across to the lobby, but don't go inside. Instead, swim through the underwater door to your right. Grab the **CAPACITY CRATE** and swim right, past the fish, and straight on to find the exit.



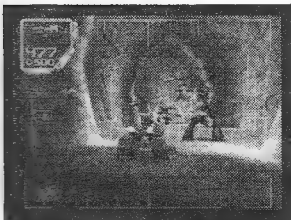
● Get the two **CAPACITY CRATES** (both Grenades) and walk through the waterfall to finish. Juno has already brought the pyramid down, so find Vela's door and walk through. Now watch a short cut scene before switching to Lupus.

### Tribals

#### Flume (6)

4: Room after the water maze.

2: High up in the next room.



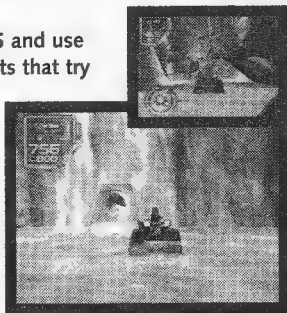
### LUPUS

● Walk forward and when the wall rises to let you through, stay where you are and blast the airborne drones (if you have Floyd use him here). There are also four larger bugs hiding behind the pillars, so prepare yourself for them. Take out one side of the room

first before turning round and killing off the remaining two.

● Pick up the **NIGHT VISION GOGGLES** and use them in the next area to kill the soldier ants that try to ambush you. The goggles will keep working however long you remain here, so you can take your time. Find the rising stone pillar and hop onto it.

● Use a standing jump to gain a little extra height before you boost across the chasm, and you should just about make it. Climb up, snatch the three **CAPACITY CRATES** (all Grenades) and enter the pyramid.



### Tribals

#### Chasm (10)

2: Right near the start.

4: In a small hole in the darkened maze (with some ammunition).

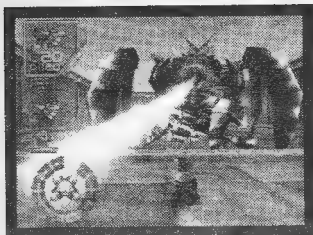
1: Outside, behind you.

1: Small hole behind waterfall.

2: At the exit above, look right.



## MIZAR



● You take control of Lupus for this battle. Switch to the Tri Rocket Launcher and fire at his face when it is exposed. After a hit he'll cover it with his hands, so wait for him to lower his guard before you continue your onslaught. Strafe to dodge his attacks and after only a few hits he'll collapse. Of course you know that's

not the end, and all you can do is sit and watch as he takes off into space. Jeff will now bestow upon you some upgraded armour, complete with jetpacks and all the usual fancy gizmos. Time to go Tribal hunting!

## ESCHEBONE:

GET HERE BY...

Fly up to the entrance and step through the ribs in Thorax using the fuel pad that you'll find behind the sealed door.

● Pick up the **CAPACITY CRATE** (Sniper Rifle) and walk along the right hand path to save a few Tribals. To dodge past the electricity simply stand close and wait for it to stop before running past. At the next junction stay on the right hand path and keep going. Use your Pistol to smash the panels to proceed, and where the paths rejoin backtrack down the left one to rescue the remaining Tribals.

● The **SHIP PART** is perched on a rock at the top of this chamber, so prepare to do some good old fashioned platform-to-platform jumping. Avoiding the electrical impulses is very tricky, so we suggest ignoring them and just taking the damage. Your armour will be resilient against it, and there are ample Gemini crystals scattered about the room. Hop across the platforms, taking a good look round before making your next move to ensure it's the right one. Get the part and leave.

## Tribals

**Cortex (5)**

5: Inside the tunnel leading up to the brain.



### SS ANUBIS: Depository

#### GET HERE BY...

Climbing the boxes at the start of the SS Anubis and opening the Yellow Key door, followed by the Life Force door in the next area.

- Strafe around the crates, taking it nice and slowly, and kill off as many as you can flush out. Beware of those above firing down on you, and use the boxes as cover to avoid taking damage.
- The first door you come across leads to your ship, go past it and look for the next one along. Switch to your Pistol, step inside and shoot the drone before he can kill any of the Tribals. Run to your ship, free all the prisoners and take off to visit **PEAK WALKWAY**.

### Tribals

#### Depository (14)

5: Behind the last doorway at end of Depository.

9: Hiding by your ship.

### SS ANUBIS: Passageway

#### GET HERE BY...

Jetting up from the walkway at the start of the SS Anubis.

- Run through the passages and get the **CAPACITY CRATE** (Sniper Rifle). Step on the fuel pads to fill up your jetpack, and only ever step off once it's reached its maximum to give you the best chance of getting to where you want to go. And remember some pads will only give you just enough fuel to make it to the next platform or balcony.
- There are many snipers hiding in the Passageway, as well as airborne drones which make life tough as you don't have the manoeuvrability to fight them without taking damage. Switch to the Machine Gun and at each platform you land on look above for incoming drones. As for the snipers you can use the trusty Pistol – it'll do the job nicely.
- The room at the other end of the pool holds some Tribals, while the one to the right is where Midge is hiding. Talk to him for another **SHIP PART**.



## Tribals

### Passageway (8)

- 2: To the right of the electricity, via a secret door.  
6: Across the giant pool and atop the circular platforms.

## PEAK WALKWAY

### GET HERE BY...

#### Finishing the Depository.

- Run up the long winding path to the building, stopping short of the crates. From around the sides of the building you'll see a small defence force of soldier ants appear and take up position behind the boxes. Use Floyd's twin Pistols to deal with them

while retreating down the path to a safe distance, then jet around the outside to rescue the Tribals. There's also a **TOTEM** on top that you can activate.

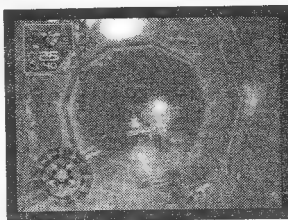
- Grab the **HOMING MISSILES** from the chest and use the console to replenish your health if it's precariously low. Go down through the trapdoor, take the elevator to the underground tunnel and don't be afraid to let loose a few rockets to neutralise the troublesome shield ants. Be careful not to harm the Tribals though! Once you have them go back up to replenish your health and ammunition before heading back to your ship.

## Tribals

### Peak Walkway

#### Peak (6)

- 4: Outside, around the building.  
2: Inside the tunnel under the trapdoor.

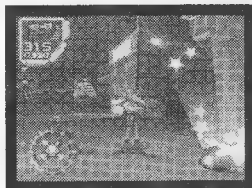




## ICHOR: Perimeter

GET HERE BY...

Opening the Blue key door inside the base.



- Deal with the drones high up on the right hand wall and grab the **CAPACITY CRATE** on the left. Inside the building use your Sniper Rifle and kill the few soldier ants outside (the large window makes an excellent vantage point). Replenish your ammo and open the Life Force door.
- *Don't* use your Sniper Rifle to knock out the shield ants perched up high. Instead, use Floyd to send a volley of twin Pistol shots towards them before turning on the ground forces. Pick up the three **CAPACITY CRATES** (two for the Shotgun and one for your Sniper Rifle) and, using your jetpack, fly through the small air vent along the left hand wall to rescue two Tribals. Use your pistol on the ambush party waiting to greet you, and shoot each operator in turn so as not to alert his comrades. To your left is the doorway that leads to the Big Bug Fun Club, but there are Tribals in need to your right (where another ambush party awaits).
- To get inside the club you'll need a cunning plan. Step on the change tile to disguise yourself as a drone and you can waltz right in past the bouncers. If you don't like the music speak to the DJ to change the groove, and go through the side door. Play the first arcade game and fix the second with the Arcade Chip you got from the Military Base so you can get a go on that machine too. Your objective is, naturally, to come first in the race so make full use of the boosts and oil slicks.
- Once you're done, snatch the two Tribals working by the bar and race for the door. Once outside make sure you let the establishment know what you think about their enterprise (just for the hell of it) and change back to leave.

## Tribals

### Perimeter (8)

- 1: Corner of indoor room with the shield ants.
  - 1: Opposite corner in same room.
- 2: Jet up to the air vent in same room (on left wall).
  - 2: Opposite gun turrets in same area.
  - 2: Next to bartender of Big Bug Fun Club.

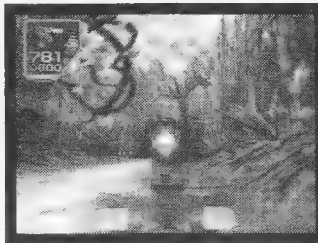


## GOLDWOOD: *Part 1*

### LUPUS

GET HERE BY...

**Shooting the drones before the end of Interior to open the Life Force door across the chasm. Hover over to it.**

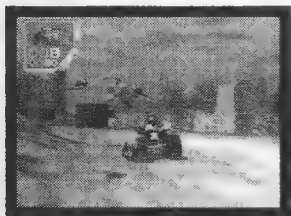


● Kill off the airborne drones and shield ants to open the door. Once through it look right for more enemies. If you have Floyd handy use him to deal with the shield ants further down the hall (using the barrels to do some of the work for you), then quickly grab the two Tribals on the left path.

● The next area sees a group of drones jumping down from the level above to attack you. Strafe their shots while returning fire and don't let any of them sneak to the side of you. Shield ants often send one trooper out to draw your fire so the others can storm forward. When you get to the stepping stones, make sure there are no more troops behind you and sniper the drones in the distance. There's also one on a rock, high above the entrance to the chamber. Jump from rock to rock until you are at the far side of the room and fly over to the unlocked Life Force door. Inside you'll find the **SHOCKER** and two more Tribals.

● Leave the room and carry on through the cave. The right path leads to a room full of explosive barrels, but *don't* shoot them – there's a Tribal crying in the middle of the room. Instead, draw the enemies out and deal with them away from the explosives.

● Once outside collect the **CAPACITY CRATE** for the Sniper Rifle and proceed along the ledge very slowly, using the boxes as cover from enemy fire and retreating to lure any drones towards you. The path is long, so if your energy gets sapped by the onslaught of attacks you can run back inside the now insect-free cave and replenish your health. Open the door at the other end and grab the **CAPACITY CRATE** (Machine Gun) and fight your way to your ship.



## Tribals

### Goldwood: Rim (11)

- 1: Look left after first Life Force door.
- 2: Go left after the ants jumping down.
  - 1: High up by the stepping stones.
- 2: Through Life Force door near stepping stones.
  - 1: Jet across from white posts further on.
    - 1: In barrel room.
- 2: Leftmost chamber after outside section.
  - 1: Near the end, on the steps.

## GEM QUARRY

GET HERE BY...

**Flying Lupus' ship from the end of Goldwood: Rim.**

- A relatively simple level, this sees you aiding the Tribals to prevent annihilation of their planet. There are only five Tribals to be rescued in this level and they all reside in the starting area near your ship. Inside one of the huts is a console that you can use to replenish your health and ammo, but save this until after you've spent a few machine gun rounds in the following area. Magnus is also inside one of the huts, but he'll only relinquish his piece of the ship once you've saved the planet.
- This is how the generator works: the Tribals mine the gems and throw them in front of the powerful vacuum housed at the front of the generator. These in turn provide an energy source for the unit to project its beam into space. Your task is to get the gems into the generator. Switch to the machine gun and wait below the mine. As the green gems come tumbling down, shoot them over to the rotating machine, where the vacuum will suck them up. Keep repeating (there are loads of gems) and eventually you'll see a cut scene showing the asteroids being blown into pieces. Now go and get that **SHIP PART** from Magnus.

## Tribals

### Gem Quarry

### Landing (5)

- 2: Immediately ahead at start.
- 1: Walking with lantern.
- 2: To left of the door.

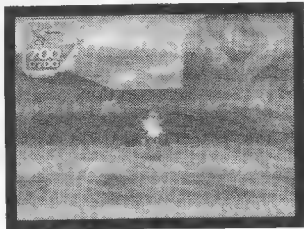


## GOLDWOOD: Lodge

### VELA

GET HERE BY...

**Swimming through an underwater cave right at the end of Goldwood: Outset.**



#### ● Take the **CAPACITY CRATE**

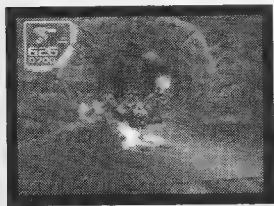
(Machine Gun) from the left hand side of the cavern and the other two further on (both Grenades). There's yet another **CAPACITY CRATE** in a room on the left which will allow you to hold more Cluster Bombs, and the console in the same room can be used to arm you to the teeth. Opposite (across the bridge) are three more crates, all of which are for your Tri Rocket Launcher. When you're given this much ammunition you just know something bad is waiting around the corner...

● The next area is littered with baddies. The first are a group of shield ants, but you can get away with sidestepping in the doorway and using the ever-loyal Floyd to rain twin Pistol death upon their evil hearts.

● In the far right corner of this area (past the Life Force door) is a cave, heavily guarded, and when something's heavily guarded you know there's gotta be something good inside. Using your Tri Rockets, knock out the bigger bugs and unlock the Life Force door to be confronted by the largest swarm of airborne drones you're likely to see anywhere in the game. Thankfully there's a few invincibility pick ups on the ground to protect you. To rescue the Tribals on the stone pillars you've got to be extremely quick – they all sink as soon as you step on them. If you miss one try entering a second time to see if they've reappeared.

● Backtrack to the main area and go through the life force door, then search for a long winding path to your left. Take out the guards to open the door, and slowly walk along the ledges to find a **SHIP PART** behind another door.

● Go back but this time go right, and you'll come to a small village. Here you'll find a few Tribals in need of assistance before you jump aboard your ship and blast off into space.



## Tribals

### Goldwood: Lodge (15)

- 4: In left hand room near start.
- 3: Standing on the sinking platforms after the bot swarm.
- 2: In room with Ship Part.
- 6: In huts before exit.

## SPACESTATION

### GET HERE BY...

#### **Finishing Goldwood: Lodge.**

● First off, turn around and jump down. Using the crates climb up through the decks until you stumble across the **FLAMETHROWER**. This short range weapon consumes fuel like there's no tomorrow but if you

can set a few drones alight you'll be laughing! Just don't let them touch you while they're burning or you'll suffer damage. Ammunition for the Flamethrower is sparse, but you can get some from certain Tribals. Ones hidden in dark passages (such as Gimlet's house on Tawfret) carry lanterns, and if you fire a shot from your Pistol to make them drop it, you can load the fuel into your Flamethrower. Be careful not to kill the fuzzy creature, though!

● Exit through the small hole in the corner and go down the lift into the station. Pick up the **CAPACITY CRATE** for your Flamethrower and put some fuel into your jetpack before dropping down to the floor below. Keep going straight on at the junction to find a lift. Use it to go up a deck, and look down to find a **TOTEM**. Jet up, go right, then left and right once more to find a Tribal. There are a few more hidden on different decks, and all are protected by a small group of soldier ants assigned to the abandoned station by Mizar. Good hunting!

## Tribals

### **Spacestation**

#### Abandoned Wreck (12)

- 4: On way to get Flamethrower.
- 8: Scattered around station's four floors.

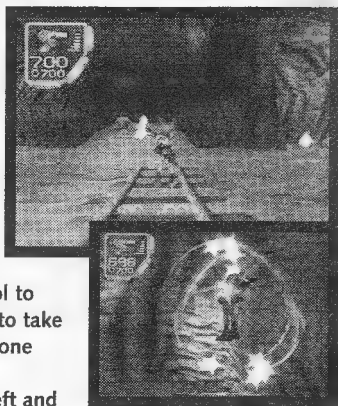


## RITH ESSA: Mine

GET HERE BY...

Giving the Specialist Magazine to Flopsy's owner in exchange for the MINE KEY.

- There aren't actually any enemies to worry about inside the mine, so you can race through it at full speed. Get to the lift shaft and destroy the crates to uncover the control panel. Blast it with your Pistol to bring down the lift, then once again to take you up. The right hand tunnel is the one you want to follow.
- In the next part of the mine turn left and open the lift doors. Shoot the panel but *don't* go down. Instead turn around and go through the passage to find a few Tribals. Step on the change tile to transform into a Tribal yourself and rescue the three in the next chamber (one is hidden to your left behind a pillar). Carry on and talk to Fishface to discover his real motives concerning the Tribals and look after the **SHIP PART** he gives you. Change back.
- Head back to the rope bridges, and jump down onto the lower ledge. Charge up your jetpack and fly to the top of the lift shaft to locate a **TOTEM** and a few remaining Tribals.



### Tribals

**Rith Essa**

**Mine (16)**

- 4: Below the first stone bridge.
- 2: By the lift shaft.
- 1: At top of first lift, look left.
- 2: On rock between two rope bridges.
- 1: Behind pillar nearby.
- 1: Steps before Change Tile.
- 2: Near the Change Tile.
- 1: Below platform between two rope bridges.
- 2: In secret area with the Totem at top of lift shaft.

## RITH ESSA: Ascent

GET HERE BY...

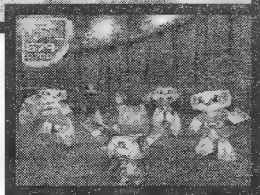
**Forgoing Interior and opening the Blue Key door near the chest containing the Tri Rocket Launcher.**

● Shoot the snipers and rescue the Tribal by the rock on the left. *Don't* try to save the second just yet, instead use the rock as cover from the big bug's blasts and let loose a few rockets. Now go up into the tower.

● Switch to the Machine Gun and turn to face the enemies to your left. You're at close quarters with the squid-like creatures so deal with them quickly. Make your way down the spiralling slope, shooting the ants from a distance, if you can, with your trusty Pistol.

● The next part looks difficult, but if you know which pillars to step on you'll be fine. Shoot the small attack craft out of the sky and fill up your jet pack using the fuel tile. You're looking to fly to the low pillar in front of you, and from there in a straight line until you can go no further. Remember to keep your fuel topped up at every available opportunity. Now look in the distance to see the exit – to get there you need to jet over to the pillar to your right then simply fly over to it.

● *Immediately* race forward and grab the Tribal workers. The cowardly soldier ants nearby will drop their weapons, but those above are not so yellow and will attack with pistols and even grenades! Run up the spiralling slope and finish off all the drones to open the door at the top which leads to a walkway. At the end of it you'll come to your ship.



## Tribals

**Rith Essa**

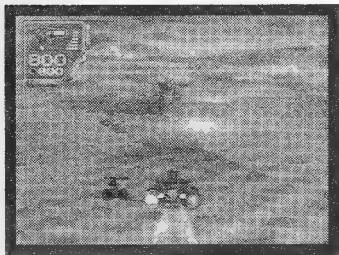
**Ascent (6)**

2: By rocks near start.

4: In spiralling room (first one).



## WATER RUIN



GET HERE BY...

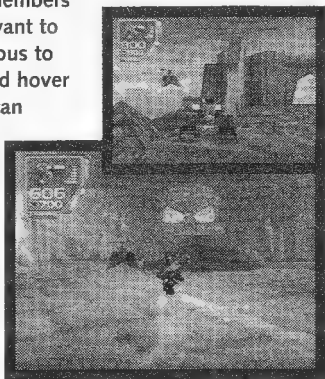
Use your jetpack on the Sekhmet in the first long room and fly up to the ledge opposite. Go left, through the Green Key door to get to your ship.

● Follow the submerged path to the derelict castle, and run around

to the right wall. You'll find a handy stash of **TIMED MINES** and, best of all, you can bring other JFG team members here to stock up on them too. If you want to save those Tribals then you'll need Lupus to climb onto one of the lower stones and hover over to the castle wall. From here he can easily walk along it to rescue them.

● To earn a **SHIP PART** give the earplugs you got from the Floyd sub game on the SS Anubis to the bear sat inside the castle. He'll be ever so grateful and give you a piece of the ship.

● Using Vela you can get yourself another piece of the ship. Bring her here (bring up the map and press Left/Right-C to flip between the characters) and send her through the underwater passage under the castle. There you'll find an impressive flaming skull and a **SHIP PART**.



## Tribals

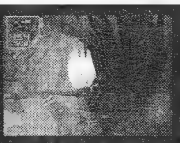
### Water Ruin

#### Lost Island (8)

- 1: Behind your ship at the start.
- 1: To the left of sunken walkway.
- 1: On the collapsed turret on right.
- 1: By right wall of castle near chest.
- 4: On main walls of castle.

Once all the Tribals have been saved return to Mizar's palace and step inside the pyramid. Jeff will give you the last SHIP PART and you can take off in pursuit of Mizar.

### ASTEROID



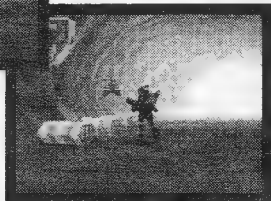
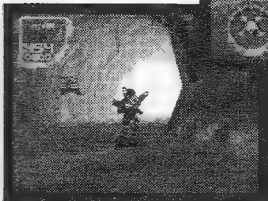
● Take Juno and go off in search of the evil one himself. Go through the lower doorway and prepare to battle Mizar's

minions inside the ice cave. Rockets will prove useful against all opponents, but be careful when aiming. There's a

stockpile of Tri Rocket ammunition to your left, although it's guarded. The exit to the cave is at the end of the right hand path.

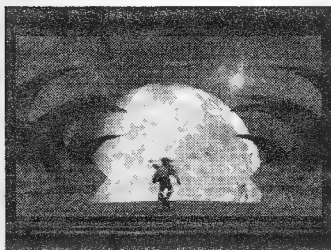
● Enter the next cave and take out all the drones. There are large bugs at the far end of the chamber, shielded by ice panels that can be smashed with a few pistol blasts, but neutralise the immediate threat of the ants first. Get outside again.

● Use rockets on those enemies above you and grab the five unit Geminis to boost your health. Keep re-entering the area until your health is maxed out and open the Life Force door. Use the fuel tile to power up your jet pack and fly across to the door with the green symbol above it. Stock up on items and walk through to face Mizar...





## MIZAR



● Tough. VERY tough! Mizar's first attack will be to cause a meteor shower and direct it at you. Walk from side to side, jumping when the meteors get close (the red and green ones are the ones to watch out for), and firing your machine gun to break up the small black rocks before they get close.

● Change to your Homing

Missiles, point the target cursor up at him, hoping to get a half lock (where one of the green targets stays on him) but don't fire. If you can't get a lock yet wait until he turns around. As he flies away from you fire one or two Homing Missiles straight away and you should catch the box on his back before he comes back for another assault.

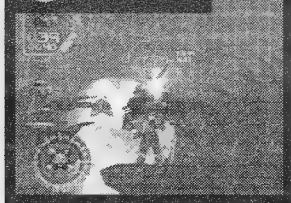
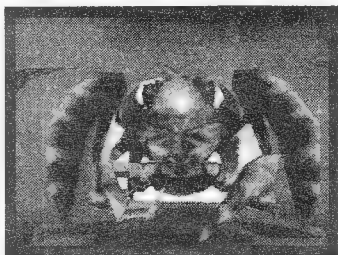
● Avoiding his attacks until he flies away is hard, but with a little preparation you can minimise the damage you receive...

### Fire Floor

Mizar will perform this move after he has flown away from you, so you'll always know when it's going to happen. Keep to one side

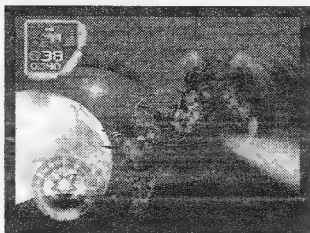
while he has his back to

you, and as he charges with his claw held high, stand your ground until he gets close. Walk to the other end of the rock to avoid the flames.



### Minty Breath

When he moves into position to gas you, get to one side and sidestep. He'll run out of puff before he reaches you. If you are cornered, however, try a moving jump to get over it.



### Plasma Bolts

As he moves into a sitting position and leans forward, watch his eyes carefully. The moment they glow purple take a few steps to the side and avoid the bolts he fires. He will always attack three times, so after the third set expect him to change tact.

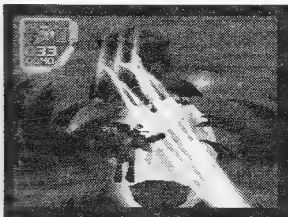
### Electricity

Mizar's most lethal attack and the trickiest to avoid. When he raises an arm into the air start to walk to the other end of the rock, and turn so you can see the ball of electricity. This is one of the hardest to avoid because the speed of it varies. If it's moving quickly from side to side, stand still and jump straight up as it comes towards you. If it's slowly being drawn across then you'll need to walk towards it and jump, otherwise you'll land on it and sustain damage.



● Once the box has been hit a number of times part of it will break off. Mizar will use his meteor shower to try and defeat you, then rush forward and attack as before. Keep hitting the box whenever he turns away and eventually it will be completely destroyed. But it's not over yet...

● This is where you need to get a little lucky. Switch to Tri Rockets and keep your sights trained on his head while you sidestep, but try to stay on the left of him. When you get the chance, fire at his exposed face with everything you've got. He will continue to attack but because of the camera you'll find it nearly impossible to do anything to prevent being hit. Just keep squeezing that trigger and you should overcome him.





## JET FORCE GEMINI

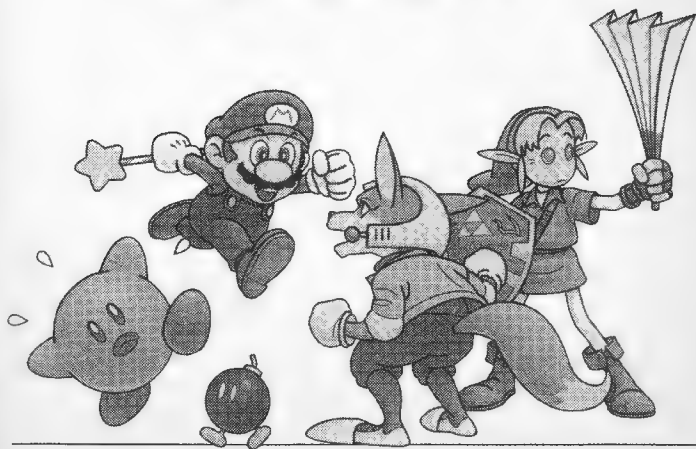
### AND THERE'S MORE...

● It never stops does it? Now you've got to destroy the asteroid before it collides with the Earth. It seems the Jet Force Team have created a small problem for themselves! Step on the pad and press A to take control of Floyd. The time limit is short, but don't panic or you'll find yourself back at the start. Fire your Pistol blasters to smash any ice panels and obstacles in your way, and look for the black ice to guide you through to the centre of the asteroid. Once there you can sit back and watch the end sequence. And may we congratulate the bright spark who came up with the Jimmy Saville idea. Top laugh!



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# SUPER SMASH BROS





## THE CHARACTERS

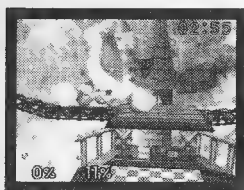
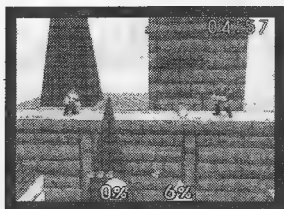
### MARIO

**B** = Fireball

**Up + B** = Coin-Block Uppercut.

**Down + B** = Whirlwind Spin.

● **Combo:** Knock your opponent around for a little and perform the Whirlwind Spin (Down + B). This should send them hurtling straight up into the sky, and as they fall jump to meet them and press Up + A to get another hit in, sending them shooting back up. Land, and look for where your opponent is falling before dashing and jumping to meet them with the Coin-Block Uppercut. Nice!



### YOSHI

**B** = Tongue Attack (turns opponent into a Yoshi egg briefly).

**Up + B** = Egg Throw (use the analogue to determine the angle, and B to adjust the power).

**Down + B** = Pound the Ground.

● **Combo:** Tongue Attack (B), then charging headbutt (run + A), followed by quick kicks (A rapidly).

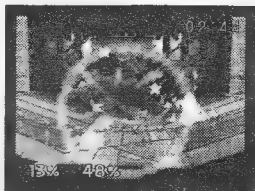
### DONKEY KONG

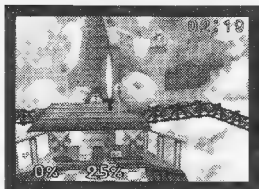
**B** = Wind Up Punch (tap B to start, and B again to strike – the longer you wait, the stronger the punch).

**Up + B** = Spinning Lariat (can be used to hover).

**Down + B** = Ground Slap.

● **Combo:** Press Down + B to slap the ground, thus sending your opponent up into the air. Quickly use the big clap (Up + A) to hit them as they fall, and send them back up. Continue this, dashing to meet them as they land. Strong, and easy to do. Tops!





## KIRBY

**B** = Suck (Kirby will capture his opponent if they are close. Press Down to absorb some of their powers. To rid yourself of them tap L).

**Up + B** = Jumping Slash.

**Down + B** = Rock Morph (Kirby changes into a stone. Can be used from above to attack or in defence).

**Tap A Repeatedly** = Fists of Fury.

● **Combo:** Stab the A button as fast as you can (while stationary) to perform the Fists of Fury move and as your opponent starts to get out of range hold Down and tap A for a low kick.

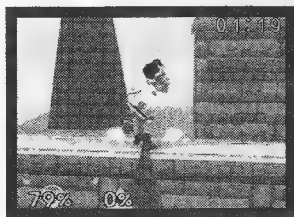
## LINK

**B** = Boomerang (will naturally come back to you once thrown).

**Up + B** = Sword Spin (can be used to hover also).

**Down + B** = Bomb (press A on its own to throw it gently, or in conjunction with the analogue for an instant explosion).

● **Combo:** Get close and press Up + A to do a multi-hit sword stab which will throw them into the air a little. Quickly tap Up + B for the Sword Spin and watch them crash hard into the ground!



## PIKACHU

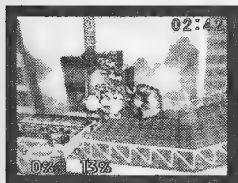
**B** = Electric Attack (snakes along the floor, and can also be performed in mid air).

**Up + B** = Super Jump (you can actually jump twice – while he's stood still press which direction to go, then another e.g. up, then right).

**Down + B** = Lightning Strike (use when your opponent tries to jump over you).

● **Combo:** Jump over your adversary and press Down + B to use the lightning strike, then as they are sailing through the air use Pikachu's superior pace to charge after them and before they land jump and hit A to use the spinning headbutt. Combo-tastic!





## FOX McCLOUD

**B** = Laser Pistol (can be used to juggle opponents in mid air).

**Up + B** = Jet Pack Attack (while it's charging push the analogue the way you want to go).

**Down + B** = Shield (reflects projectiles and causes damage to enemies close by).

**Tap A Repeatedly** = Feet of Fury.

● **Combo:** Hit A rapidly to pull off the Feet of Fury manoeuvre and after a few hits stop and press Towards + A for a hard spinning kick.

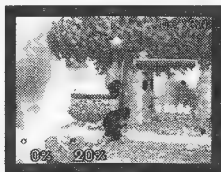
## SAMUS

**B** = Gun Attack (by holding B you can charge it up for a bigger blast. Once the gun is fully charged you can fight as normal and press B at any time to launch the shot).

**Up + B** = Cannonball (multiple hits).

**Down + B** = Bomb.

● **Combo:** Jump over opponent and drop a bomb (Down + B) as you descend. As soon as it hits tap Up + B for the Cannonball.



## PURIN (JIGGLYPUFF)

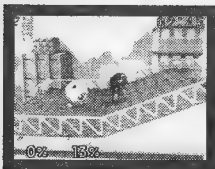
Unlocked by:

Beat the game, and accept his challenge of a scrap. Proceed to kick his pink fluffy ass and you can play as him. The easiest secret character to get, and also the worst.

**B** = Sliding Punch.

**Down + B** = Sleep (not the greatest move ever...)

**Up + B** = Sing (get close to your target and they will daydream for a while).



● **Combo:** Jump towards your victim and as you get close press Down + A to perform a multi-hit drill kick, and follow it up with a Sliding Punch (B) to send them tumbling through the air. From here, if you're very quick, you can dash forward and hit them again for more damage.

## CAPTAIN FALCON

Unlocked by:

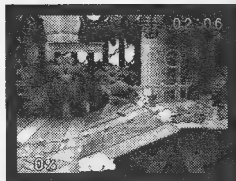
Finishing the game in under 20 minutes. If you can defeat him he is yours to choose from the character select screen.

**B** = Falcon Punch (very powerful, although it takes a second to charge up).

**Up + B** = Super Throw (Captain Falcon shoots high into the sky).

**Down + B** = Falcon Kick (can be done in mid air).

● **Combo:** Use a few light punches and follow it up with the Falcon Kick (Down + B).



## LUIGI

Unlocked by:

Play Bonus Practice 1 and complete it with all eight main characters, and the Mario's brother will become available to you, green dungarees and all. Remember you can press Start to view

the entire bonus game playing area.

**B** = Fireball (floats instead of bouncing).

**Up + B** = Flaming UpperCut (you must be very close to perform this powerful strike, otherwise it'll fail).

**Down + B** = Whirlwind Spin

● **Combo:** Early on in the fight, press Up + A to use Luigi's headbutt and *immediately* perform the Flaming UpperCut (Up + B).

## NESS

Unlocked by:

Completing the game on the Normal difficulty setting with the stack set to three. The hardest of all the secret characters to obtain.

**B** = Towering Inferno.

**Up + B** = Guided Yo-Yo (hold B and use the analogue to manoeuvre it).

**Down + B** = Protective Shield (to reflect projectile attacks).

● **Combo:** Hit your foe with the Towering Inferno (B) and dash close while they're bouncing up and down. Swing your Yo-Yo over your head (Up + A) and swing it again as they fall.



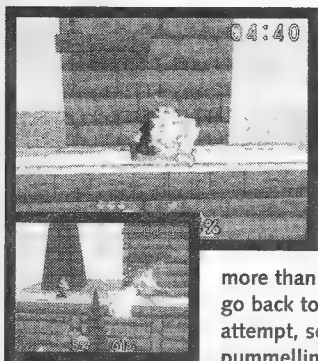


# HOW TO...

## FINISH THE GAME WITH MARIO

Very much the Ryu of *Super Smash Bros*, Mario is the beginners choice and also that of experienced players. He has a variety of moves which will suit most people's styles, allowing for simple attacks or devastating combos.

*(NOTE: This guide is intended for use with the default settings. Your tactics may have to change for other difficulty levels.)*



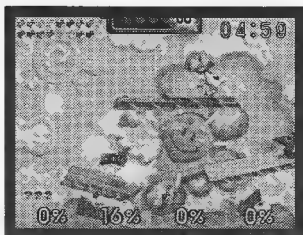
### Link

**1** The easiest of all your adversaries, it is possible to defeat Link in as little as eight seconds! Run towards him and throw him to your left, then perform a slide to hit him as he lays on the floor (Run + A). If you're not fast enough, or he recovers quickly, he'll more than likely throw his boomerang, which will go back to him if it misses you on its first attempt, so remember that while you're pummeling him!

**2** Once he's up, attempt another left throw and he should be very close to the edge of the castle. Use a flying kick to attack as he stands and throw him once more. If you can't, use the combo described earlier to weaken him even more but instead of the Coin-Block uppercut finish it off with a drill kick which should send him soaring away from the castle.

**3** Jump up and back while pressing B to send out fireballs as he tries to get back on. Use Z/R to block his spinning sword and throw him as he lands. Simply repeat until he is no more. Tap L to taunt him to earn a few extra points, and it's off to the next stage.

# Yoshi Team

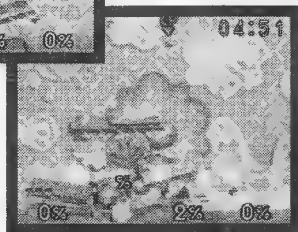
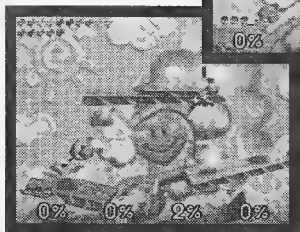
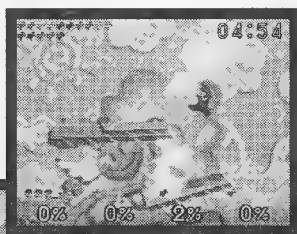


**1** For Yoshis on the lower platforms or the floor use the fast, strong dropkick to send the cute little things flying. Mario's slide is also effective but is best used on the lowest level where you can dash towards your target at great speed. When there are multiple Yoshis, or for those directly above you, jump up and use the Whirlwind Spin to send them

flying out of the arena. You can get away with just standing on the upper platform and waiting for Yoshi team members to fall from the sky to you, whereupon you can spin them back to where they came from.

**2** The Coin-Block uppercut will do the same job, but you have to be careful you don't fall off the bottom of the screen performing it. Because this is a small stage, you also need to take care when using explosives – at such a close range you run the risk of being blown up too!

**3** The huge hammer is also pretty effective. You shouldn't have too many problems here, their only strength is in their number. Try not to get into a scrap on the bottom level though, as that's where the items are and Yoshis can cause trouble if they get a hold of a light sabre or mine.



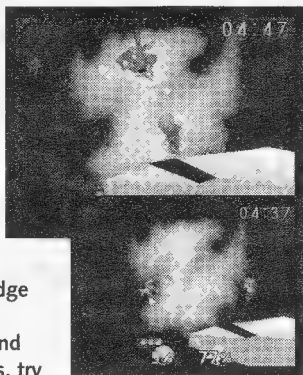
## SUPER SMASH BROS

### Fox

**1** First off, *don't* use fireballs or lasers and wands – chances are Fox will simply bounce them back at you. His laser poses a problem too, as it makes it difficult to dash close, so you'll need to drop in from above. Jump short, plant both feet firmly into his chest and finish off the move with a left throw if you can (the edge is closer).

**2** While he's down, slide into him and continue to throw him. If that fails, try the Whirlwind Spin and strike with a dropkick as Fox falls. If you really want to wear his health down before trying to turf him off the ship, you can use the combo described before to weaken his resolve.

**3** Finally, stay away from the Arwing. Its twin blasters do a tremendous amount of damage and can easily keep juggling you in mid air.

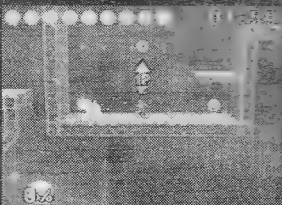


### Bonus One

**1** Nice and simple, this stage can be completed quickly and with the minimum of fuss. Use your fireballs on the first two, then jumping kicks and uppercuts for the three above you (you'll need to use a double jump for the second, then a double jump and an uppercut for the third).

**2** Climb up to your right and throw a fireball from the air down to smash the target. To get onto the girder above, perform a double jump and an uppercut to get onto it and hit the next

target. Now press Start to see what's remaining and head left. Press B to throw a fireball at the first of the three targets, fall down and kick the second as you descend, and use some fancy jumping to get to the final target. Collect some nice bonus points and get back to the scrapping.

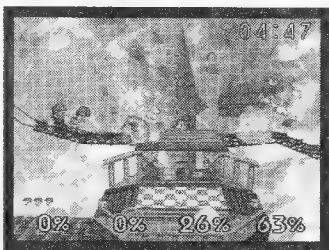
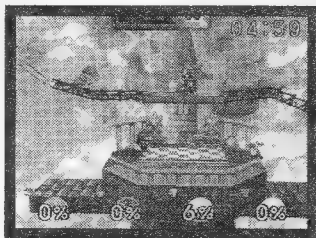




# Mario Bros

**1** For this battle you have another character on your side which helps to even out the odds.

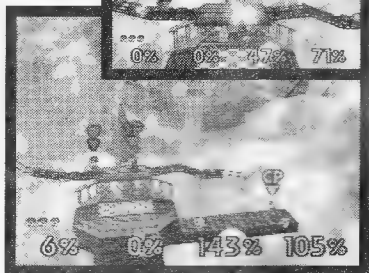
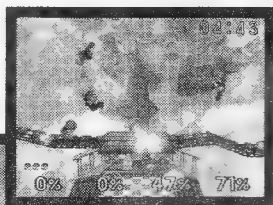
Right from the start dash forward and throw the evil Mario twin to the right, then move left and jump up behind your team mate. Cover him/her with fireballs as he bravely moves to face Luigi (they'll go right through and hit the plumber instead) and save your strength.



**2** If Mario decides to come after you instead of helping his partner, you'll have to switch tactics and leave your buddy to hold his/her own (which they rarely do). The Mario Bros tend to use a lot of physical attacks and stay on the main bridge all the time, although if they walk to the edge you know they'll start throwing a few fireballs your way.

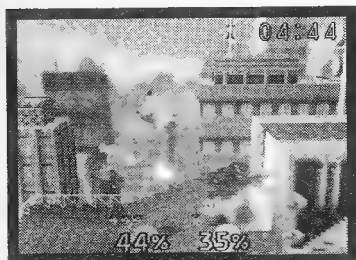
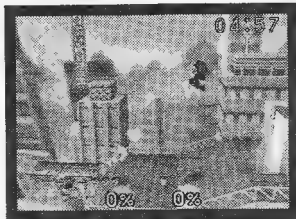
**3** Use the Whirlwind Spin while you're underneath the bumper above the middle of the bridge – it'll send your opponent up into it for some extra damage. The spin/flip kick/uppercut combo is made a lot more difficult to pull off when you have the other brother getting in the way, so stick to the bumper.

**4** You may also notice that the platforms at the bottom of the screen slide back and forth, and if you can lure one of the Marios down to the lower section, and time your throw correctly, you'll have more chance of knocking them out of the arena than if you were on the bridge.



## Pikachu

**1** You're battling on top of a skyscraper, against everyone's favourite Pokémon. Keep an eye on the other Pokémon that appear from the doorway on top of the building. If either of you stray near the door then they'll attack with brutal force! Except for the lovely Chansey, who will throw out a few eggs that you can use as weapons.



**2** If you stay away from the doorway you can grab the yellow freak and throw him hard against it. You should avoid the Pokémon's attacks while the 'chu takes the full brunt.

**3** Let him come to you. If you chase him you run the risk of being caught by his lightning strike or, worse still,

falling to your death. Since you're on top of a skyscraper there's plenty of room for the spin combo, and if you finish off with a dropkick you can send the 'chu flying! When he scrambles to get back up, jump up and throw fireballs to knock him down again.

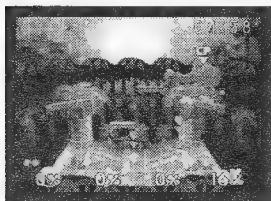


Another one bites the dust!



# Giant Donkey Kong

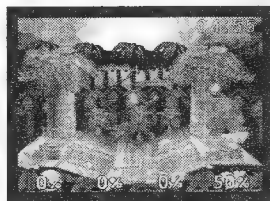
You're in a team comprising of three fighters, and you'll need your combined powers if you're to see off the giant ape.



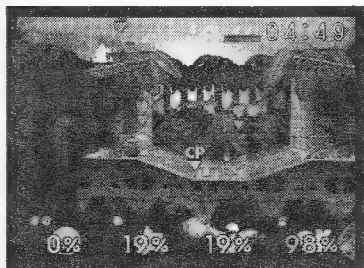
**1** At the start, jump up onto the platform above while your friends try to take on Kong in hand-to-hand combat. Jump high and rain fiery death upon him while he's preoccupied with your mates, and you should get in a few hits before he starts to walk over to where you are.

**2** Let him get close and use a double jump to get over to the other side so you can continue your attack. This won't last forever, so the trick is to use hit-and-run tactics to wear him down gradually. Hopefully your team mates haven't been eliminated yet and Kong is fighting them on the moving platforms.

**3** You can get some cheap attacks in from below, such as the Coin-Block uppercut, but be careful, his strength is such that if you're caught in one of his powerful strikes you *will* suffer. If he's walking towards you either jump high up over him or use a flying attack to strike as you go past him.



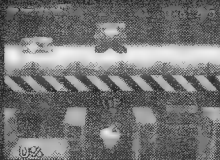
**4** Never engage in hand-to-hand as you'll be far worse for it. Make a beeline for those power ups, and the large crates. If you have a weapon such as the light sabre or wand etc, just throw it – you really don't want to get close. Bumpers should be put on the ground, mines also, and make sure you get the pokéballs! These are invaluable when fighting Giant Donkey Kong as you can damage him without getting close. Once his health is over 300% you can begin to try and knock him out of the playing field. But don't try throws – stick to flying kicks to send him to his doom.





### Bonus Two

Another easy bonus stage. Jump onto the first platforms to change them from red to blue, and jump onto the ones along the stretch of lava when they are submerged – they'll pop up just before you get burned. Once you're safely across you've got to go underneath, along the bottom of the screen. Wait for the girders to go up before falling off the edge and using a mid-air jump to get up onto the other side. The last platform is the hardest to get onto. Stand on the tiny platform and jump once, then again at the top of it, then press Up + B to perform the Coin-Block uppercut and land on the next girder. Jump up and it's another perfect!



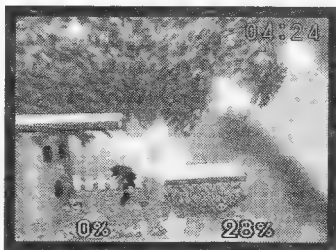
### Kirby Team

**1** Remember that each Kirby has a certain character's powers right from the start. If you're fighting Samus Kirby, or another Kirby with the power to launch projectiles, then a ground assault will be hard to achieve and you'd have to consider going along the other platforms and dropping down.

**2** Each Kirby possesses the Sword Slash, where they jump up with the weapon in their hand and come crashing down to send a powerful blast of energy in the direction they're pointing in. This attack is even capable of sending the mighty Giant Donkey Kong back a few steps! So be careful not to get directly above any of them.

**3** Use dropkicks and your Whirlwind Spin if they're above you on a platform. You can even get them to attack themselves sometimes, simply by jumping away from the battle!

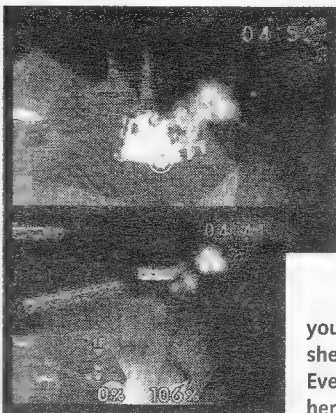
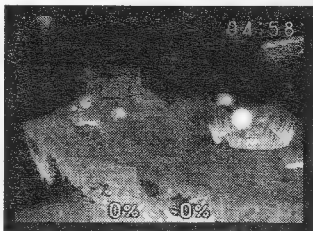
**4** Throw small weapons and use the light sabre to inflict heavy damage, but be careful of the explosive capsules. If you throw them at close range they'll simply explode, hurling you straight out of the arena. Fight for the hearts and tomatoes too – you'll be needing them.



# Samus

**1** Jump towards her and land a good kick in – Samus is extremely quick and, more often than not, she'll roll away and throw you instead!

**2** Keep using quick A button attacks on the ground, as spins and uppercuts will be avoided. If she rolls forward and stops next to you, quickly attempt a throw, and try to send her off the ledge. You cannot win by simply knocking her over and off the bottom of the screen though – the lake of lava will send her back up into the playing area, so you'll need to win fairly.



**3** The lava will rise up from time to time and flood the lower areas. You'll be able to tell when this is imminent, so quickly jump up to higher ground. If you can knock Samus away from the middle of the screen when this happens she'll find it hard to avoid dropping into the lava.

**4** The arena is pretty spacious, so the laser can be used to juggle her in the air. Time your shots right and there'll be nothing she can do until you run out of ammo. Even then, you can throw the weapon at her for one final blow!



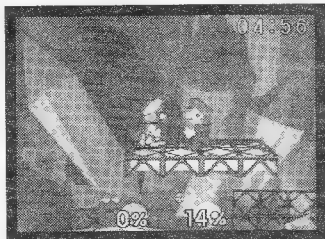
# Metal Mario

**1** A real shame this guy isn't a secret accessible character. Metal Mazza will be content to patrol his own little platform for the start of the fight, so use short jumps to kick him without actually landing on his platform. This way you can avoid taking any damage.

**2** When he comes down jump up onto his precious platform and wait for him to get to the side of it so you can launch an aerial assault, followed by a throw. He won't go very far (being metal and all) but this has its advantages.

**3** Hold Z/R and tap Left/Right on the analogue to roll away from him. He should regain consciousness and roll towards you (so he'd be behind you if you were still standing where you were a second ago) whereupon you can throw him before he gets a chance to realise what the heck's going on.

**4** Repeat until he learns his lesson, and make sure you throw a few fireballs while he walks towards you for a little extra damage. Keep jumping in with a kick and trying for the throw. Make full use of the power ups that appear, with the Fire Flower being the most frequently occurring. Metal Mario is slow, meaning it's very effective against him since he can't rush forward and attack. Just take your time, and you'll overcome him with ease.



## Bonus Three

The aim is to get to the end of the area while avoiding the obstacles in the way. to make things worse there are dummy clone enemies out to hinder your progress. It's all a bit like Gladiators really. Charge forward and use a short dropkick to attack the first clone. Make sure you jump early so you can dash as soon as you land to race past him. Somersault over and down to the deck below and hop over the rolling balls. Each is highly explosive and will knock you around like anything, and with the dummy clone in hot pursuit things go from bad to worse very quickly! Once past them fall down, holding right

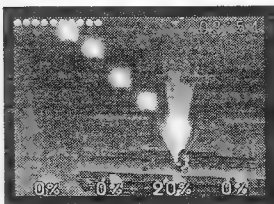


on the analogue stick as you descend and kick the clone that jumps to attack. Keep dashing (your pace easily outmatches theirs) and get to the bumpers. The way to tackle them is to keep running at full speed, hop over the first, dash, and hop again. You should be able to run underneath the moving one and jump down to the last deck. Kick once more to floor the clone and dash to the finish. Easy!



## Dummy Clone

**1** There are more of them, and these are stronger and more intelligent than your previous team battle opponents. If the clones are on the lower platforms use a flying kick to knock them away – but expect them to just catch

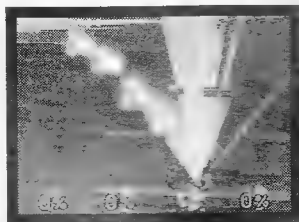


hold of the edge and pull themselves back into the fight.

**2** If side by side with one or two, use the Whirlwind Spin to knock them out of the arena (except perhaps for the Donkey Kong clone). The Coin-Block uppercut will suffice though, although it leaves you wide open to a counter attack as you fall.

**3** The dummy clones will make full use of any items that appear so be on your guard for Pokémon attacks, as well as crates and mines. If you can grab a weapon, such as the light sabre, you can use it effectively. Hold Left/Right and press A to swing it with force. It's slow, but the clones aren't very good at dodging these attacks.

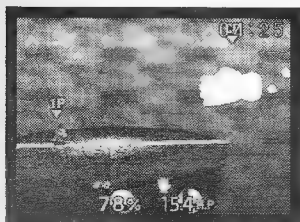
**4** If you happen to see a heart or tomato icon, dash over and kick any clones away from it – they'll often grab them for themselves. (Remember you can't pick up any objects while you hold a weapon, so if you wish to keep it, stand still and tap Z/R to toss it to the ground.)



# Giant Glove

This fight has a different set of rules. Instead of having to eliminate the glove by knocking it out of the ring you have to win by knockout. That means you need to fight until its hit points have been reduced to zero.

The fastest way of knocking hit points off the glove is with the trusty old Dropkick. On your way down from the jump press Down + B to perform the Whirlwind Spin for a few extra points. *But* you can only do this after each attack, and you've only got a short amount of time to dash over and launch an assault. Here's a breakdown of the Glove's moves and how best to avoid them:



### Knuckle Sandwich

A quick manoeuvre which is difficult to avoid. The glove will fly back a little way and clench itself into a fist, then charge forward again. If you suspect an attack is imminent, jump away and throw a fireball to try and land some extra damage.

### Slap

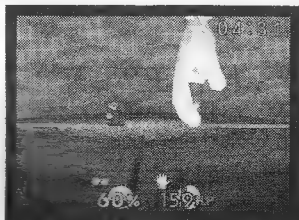
Very similar to the Knuckle Sandwich, you'll need to jump high to dodge this. It's very hard to avoid but fortunately it's not the glove's strongest move.

### Palm Splat

You'll see the hand disappear off the side of the screen and re-appear in the background, moving up. You've got to be off the top of the screen by the time it comes over and down to avoid the attack, as running away won't do you any good at all. Use a double jump and an uppercut, then fall down and kick it before it moves away.

### Walkies

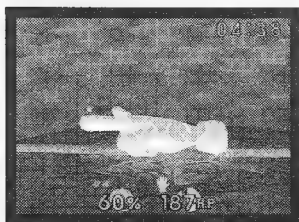
The glove will start to walk towards you, and try to flick you off the rock with its forefinger when it gets close



enough. You can double jump over the top of it and throw a couple of fireballs as it walks away. *Don't* try to use a physical attack, though, because it'll hurt you more than it hurts him.

## Piroquet

Watch as the glove spins round at high speed before it shoots off the screen. When it does, dash to your left or right (depending on where there's more space) and you should avoid the deadly drive. Use fireballs again and hit him in the usual fashion as he recovers.



## Take Off

As its finger points to the skies, flames will erupt from the hand hole, so make sure you stand well clear. In the background you'll see the glove moving in a circular motion towards you, then straight up when it reaches the playing area. Stay on the right, then dash left and jump as it gets

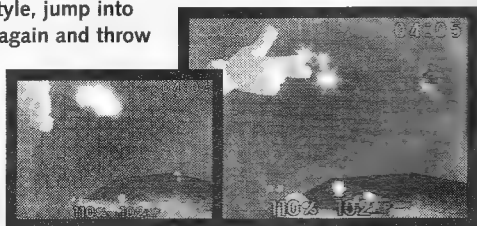
close to avoid its uppercut. It'll then come spinning in from the right of the screen and stop in the centre, but thankfully you're well away from the danger.

## Poke

As it moves above you and extends its forefinger, jump up to attack with a quick flying kick before dropping back down and dashing away. You'll be clear before he can hit you, and while he recovers you can turn and launch an assault of your own!

## Gun

Bullet Bills make a guest appearance as the lethal 'glistening eyes of death'. When the glove points at you in typical childhood-style, jump into the air, then hit jump again and throw two fireballs as you fall. The bullets will sail harmlessly over your head and you can punish the glove's foolish mistake.





# SECRETS

## MUSHROOM KINGDOM STAGE

To unlock the Mushroom Kingdom stage you must complete the game on the default settings with all eight of the main characters. The stage contains many features from *Super Mario Bros* – including the lifts and the piranha plants – and check out the Koopa Troopas in the background! You can also use the POW blocks on either side of the playing area.



## ITEM MENU

This menu is used in the vs. mode to determine which weapons are to be made available, and their frequency. Depending on which version you have of the game there will be a different way of doing this. For the Japanese version you must be victorious with a single character 100 times, but other versions only require you to play vs. mode 50 times.

## CHANGE OUTFITS

On the character select screen use the C-buttons to select new clothes for your chosen fighter. And just whose party is Pikachu going to with that hat?

## SOUND TEST

Want to listen to those funky *Super Mario* tunes any time you desire? Well, by completing bonus practice 1 and 2 with all 12 characters you'll unlock it. Go to the data screen to find it.

## EXTRA POINTS

Just before Game Set appears on your screen tap the L button to perform a taunt. Not only does it make a good finishing pose when the camera zooms in but you'll nab a few extra points. Fan-dabby-doobie!

**+...**

## ARMY MEN: SARGE'S HEROES

---

# ARMY MEN: SARGE'S HEROES

All characters (in multiplayer mode): VRCLN

All characters (in single player mode): ALCHR

All weapons: NSRLS

Full ammo: MMLVSRM

Invincibility: MMRTL

Invisibility: DNLVSHSF

Large mode: LVNLRG

Last situation: DHSTHMN

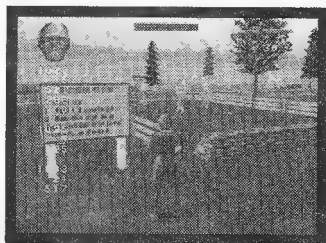
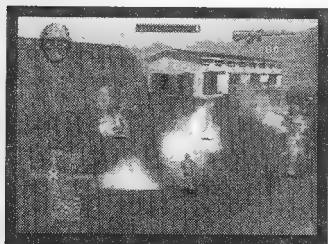
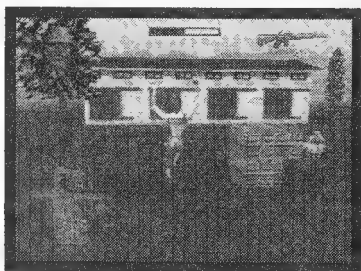
Mini mode: DRVLLVSMM

Play as Gen. Plastro: PLSTRLVSVG

Play as Vikki: GRNGRLRX

Play as Tin Soldier: TNSLDRS

Test information: THDTST





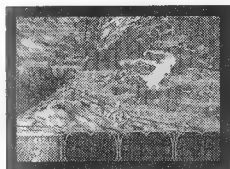
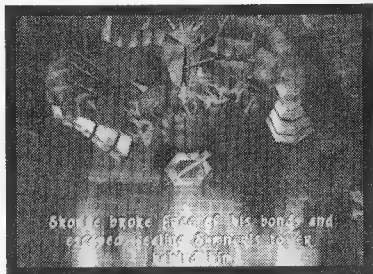
# GAUNTLET LEGENDS

## LEGEND WEAPONS

### SCIMITAR OF RASHA

#### The Caverns in the Mountain

Hidden in the middle of the area there's a passage with a path on the right and a button above, at the top. Press the button and a rock will rise up leading you down to the sword. On a cunningly-hidden wall, there's a button that blocks you from the Scimitar of Rasha. After you've hit it, go back to the other switch and it'll lead you to the Chimera killer.



### ICE AXE OF UNTAR

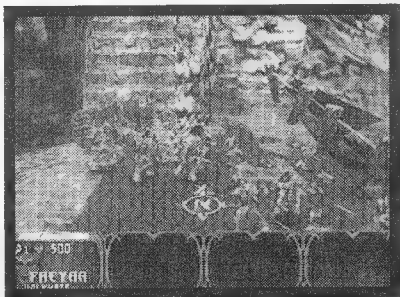
#### The Castle Treasury

Near the beginning you can see the axe at the tower. Persist with all the buttons and the countless switches to lower the tower so you can get it.

### FLAME OF TARKANA

#### The Town Spire

As you begin the treacherous climb, shoot the wall on the right and a switch will appear. Push it and around the middle of the journey there's a fake wall that you can shoot. You'll see the burning scroll behind a gate, but shoot the sand to the right and hit the



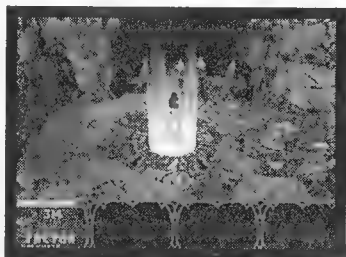
## GAUNTLET LEGENDS

switch under it. A wooden platform will rise with another button on it. Hit that, and yet another platform will rise up from the ground. Press the switch on that platform, then go back to the Flame and the pile of sand to the left will have disappeared to reveal a switch. Use it to get the Flame which will aid you when fighting the Yeti.

### MARKER'S JAVELIN

#### The Ice World's Fissure

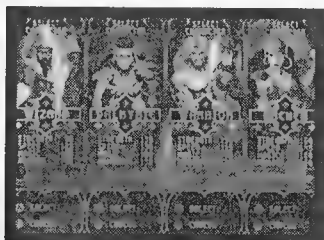
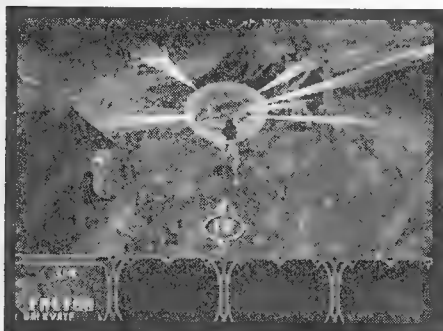
At the end you'll be able to see it in a waterfall, but it's inaccessible right now. In the middle of the level you'll see an ice block. Shoot the left end and hit the switch on the other side then go to the top of the block and press yet another switch. Get the Javelin and defeat the Plague.



### SKORNE'S WEAKNESS

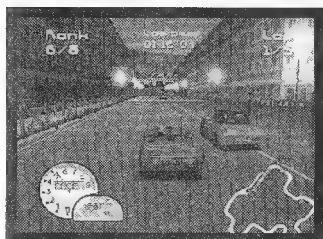
#### The Towers in the Battlefield

At the beginning of the level there's a hole in the top of the tower, which houses a red disk. Keep pressing the switches and eventually the supporting disk will rise up to let you grab it.



# ROADSTERS TROPHY

Enter any of the following as the driver's name in any driver selection page to activate the cheat. Upper/lower case letters and spaces must be respected! Once a cheat has been entered, the driver's name can be changed or another cheat can be entered. Cheats remain active until "CheatsOff" is entered, until reset is pressed or the console is turned off.



## SPECIAL

**"CheatsOff"**: Turns off all cheat codes that have been activated.

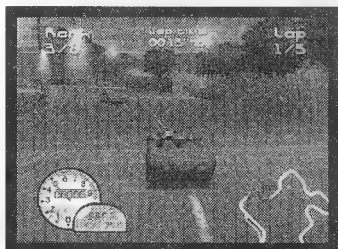
**"Extra rez"**: Adds the option to change resolution to the Options menu. (Only works if an expansion pak has been installed.)

## ROADSTER TROPHY

**"fastBUCKS"**: Gives the player \$250,000 instead of \$40,000 when starting the Roadsters Trophy.

**"EasyMoney"**: Gives the player \$1,000,000 instead of \$40,000 when starting the Roadsters Trophy.

**"Trophies"**: Credits the player 2nd and 3rd division championship wins when starting the Roadsters Trophy. This allows a player to race in any division. (There's a space before the T!)





## ROADSTERS TROPHY



## GLOBAL

**"Anyway":** Allows players to race the circuits backwards or mirrored without having to win the 2nd and 1st division championships.

**"Gimme ALL":** Allows selection of cars from any division and access to all circuits in all directions.

## SILLY STUFF

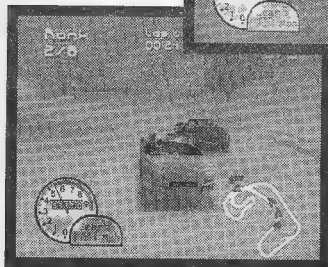
**"Smurfing":** All voices become Smurf-like.

**"BigWheels":** All cars get Monster Truck style wheels.

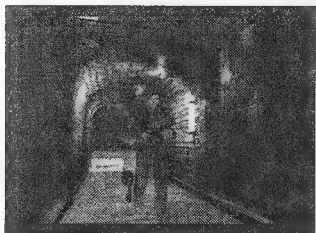
**"Skywalker":** All cars become Star Wars Speeder style flying vehicles.

**"Car Radio":** Activates radio control car mode. The cars are shrunk, the drivers removed and are driven seen from the replay cameras.

**"Chopper":** The behind car cameras are placed 20 meters above the car, looking down almost vertically.



# RESIDENT EVIL 2



## CHANGE COSTUMES

To change Leon's or Claire's costumes, choose Normal difficulty, start the game and go to the Racoon PD gate (right after the bus). Don't pick anything up along the way.

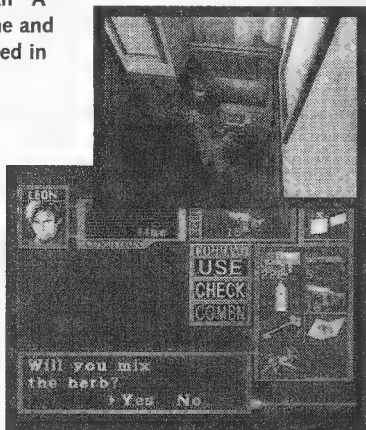
After the gate, go down the stairs in front of you and you'll see a yellow vested zombie that wasn't there before. Pop a couple bullets in him and when he falls down, go up to him and shoot him a few more times. Reach down after he's dead and you'll receive a "special key". Bring the key to the dark room and use it to open the police locker.

## ROCKET LAUNCHER WITH INFINITE AMMO

Beat scenario A on NORMAL difficulty with either Leon or Claire in under two and a half hours with an "A" ranking. After that, save your game and the zombie destroyer will be located in your storage box.

## SUPER STAMINA

For limited invulnerability, mix the green, blue and red herbs in that order. You *must* mix the herbs in that order, or they won't work. Green and Blue *must* be mixed together first, then you add the red herb.



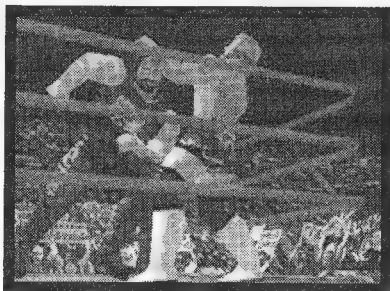
# WWF WRESTLEMANIA 2000

### PLAY AS CACTUS JACK

Begin Road To Wrestlemania with any character and win the hard-core title. Defend it a few times and Cactus will come out and reveal himself as a hidden character.

### PLAY AS DUDE LOVE

Begin Road To Wrestlemania mode with any character and make it to Summerslam undefeated. Doing this will give you a shot at the WWF title. If you are victorious, Dude Love will come out and reveal himself as a hidden character.



### PLAY AS JIM ROSS & JERRY LAWLER

Begin Road To Wrestlemania with any character and make it to Wrestlemania. Before the action begins, JR and JL will introduce themselves and also become selectable characters.

### PLAY AS PAUL BEARER

Begin Road To Wrestlemania with The Undertaker. After several matches, Paul will eventually accompany you to the ring and become a playable character.

### PLAY AS SHAWN MICHAELS

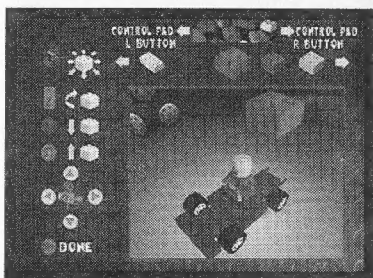
Begin Road To Wrestlemania and make it to Wrestlemania. Either defend or win the WWF title and Shawn will challenge you. If you win, he will become a selectable character.

### PLAY AS STEPHANIE MACMAHON

Begin Road To Wrestlemania with Test. After several matches, Stephanie will eventually accompany you to the ring and become a playable character.



# LEGO RACERS



## FASTER GAME

Enter **BUILD** Mode and create a new driver (or edit an existing one). Select **Make A License** from the in-game menu and enter **FSTFRWRD** as the driver's name.

## NO CHASSIS

Enter **BUILD** mode and create or edit a driver. Select **Make A**

**License** and name the driver **NCHSSS**. This will also unlock the rocket car.

## NO WHEELS MODE

Enter **BUILD** mode and create a new driver. Select **Make A License** and enter your driver's name as **NWHL5**.

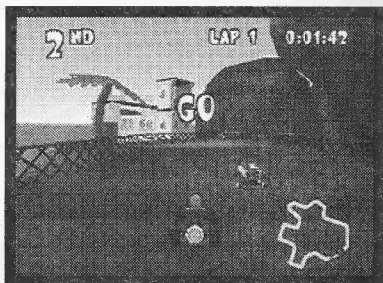
## ROCKET-POWERED CAR

Enter **BUILD** mode and create a new driver. Select **Make A License** and enter your driver's name as **FLYSKYHGH**.

## USE BASIL THE BATLORD'S CAR PARTS

On **CIRCUIT** mode beat Basil the Batlord's circuit in second or third. Play Johnny Thunder's circuit and come in first. Go to **BUILD** mode. Make your driver and license as normal. Select Johnny Thunder's chassis and go to quick build. Go to quick build again and you'll see fire at the back of the car. Go to **BUILD** and then press **B** until all the parts are off the chassis. Then you can change to Basil the Batlord's set without winning it!

(Note: after entering the build mode do not leave until you finish building your car.)



# **XENA WARRIOR PRINCESS**

**In order to activate the cheats you must first do a standard code and then enter the code for the specific cheat.**

During the course of a round hold the Blue A button. Using the direction controlling button push the following directions: Right, Right, Left, Left, Right, Left, Right. If you've been successful a special sound will be heard. After the sound is heard, enter the cheat.

## **SPECIFIC CHEATS**

**Clown Noses**

**Green Noses: Left Punch, Left Punch, Crouch**

**Blue Noses: Left Punch, Left Punch, Jump**

## **ICE**

**Block Ice: Right Punch, Right Punch, Target**

**Smooth Ice: Right Punch, Right Punch, Crouch**

## **BIG**

**Big Heads: Left Punch, Right Punch, Left Kick, Right Kick, Crouch**

**Big Feet: Left Punch, Right Punch, Left Kick, Right Kick, Jump.**

## **INVISIBILITY**

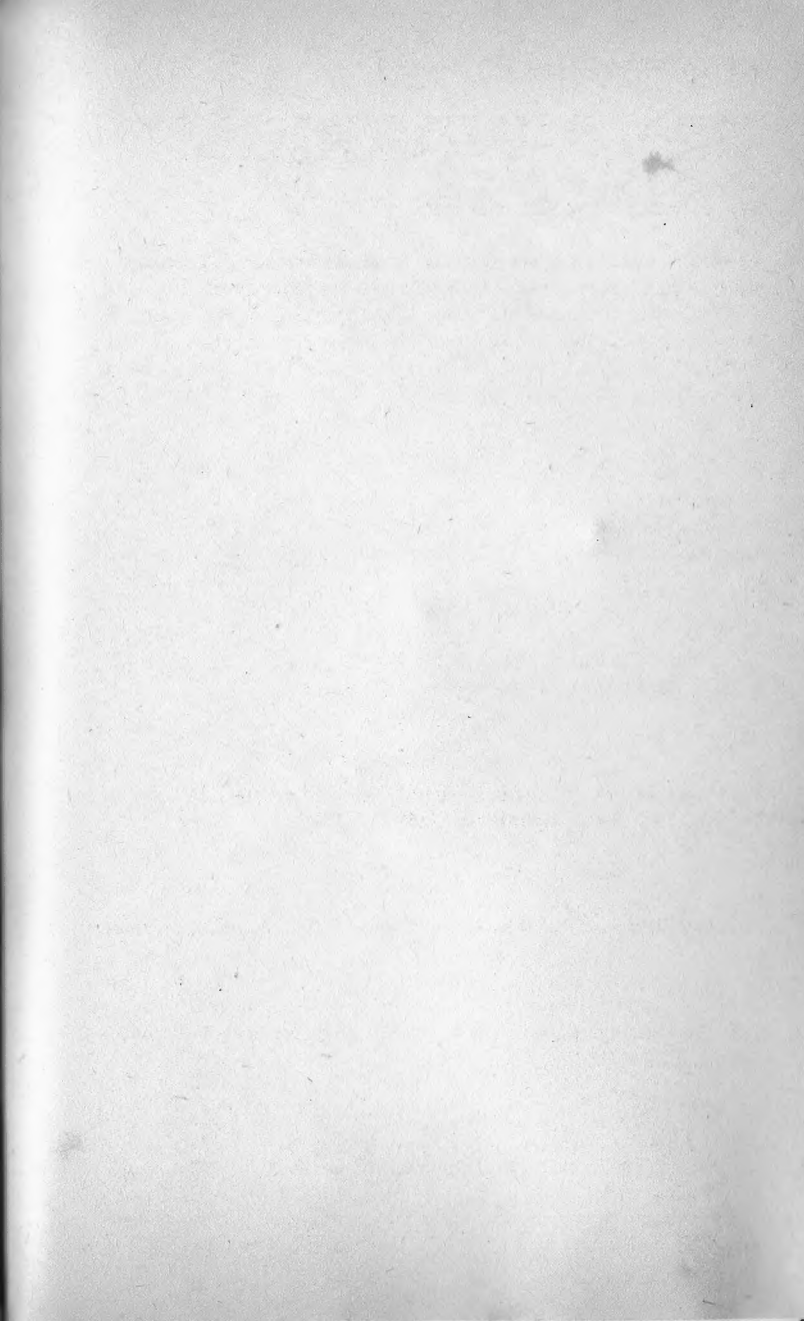
**Shadows/Weapons: Right Kick, Right Kick, Right Kick, Left Kick, Jump.**

## **INVINCIBILITY**

**Partial Invisibility: Right Punch, Right Punch, Right Punch, Left Kick, Left Kick, Left Kick, Crouch.**

## **INVISIBLE CROW**

**Right Kick, Right Kick, Right Kick, Left Kick, Left Kick, Left Kick, Target or Crouch or Jump.**

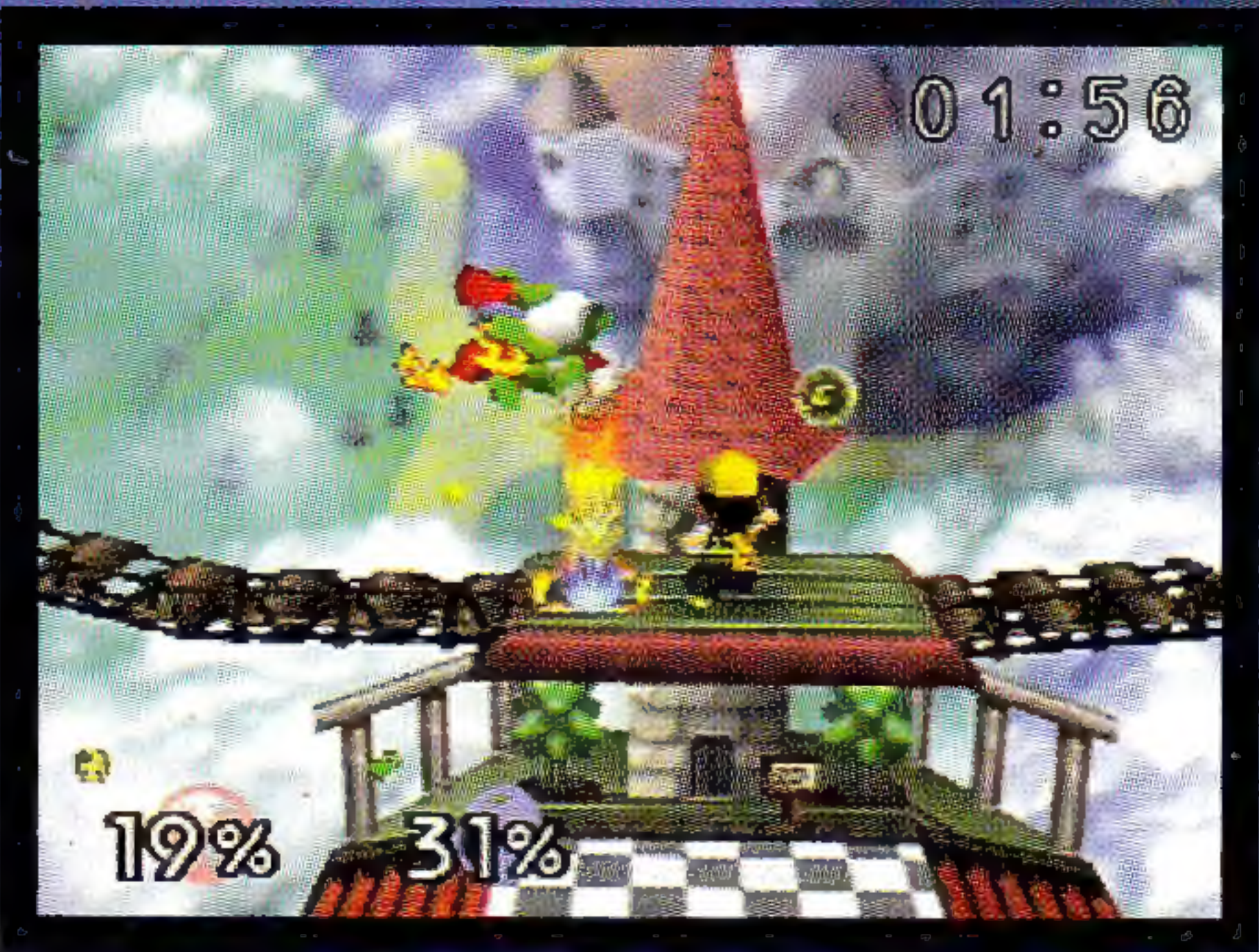




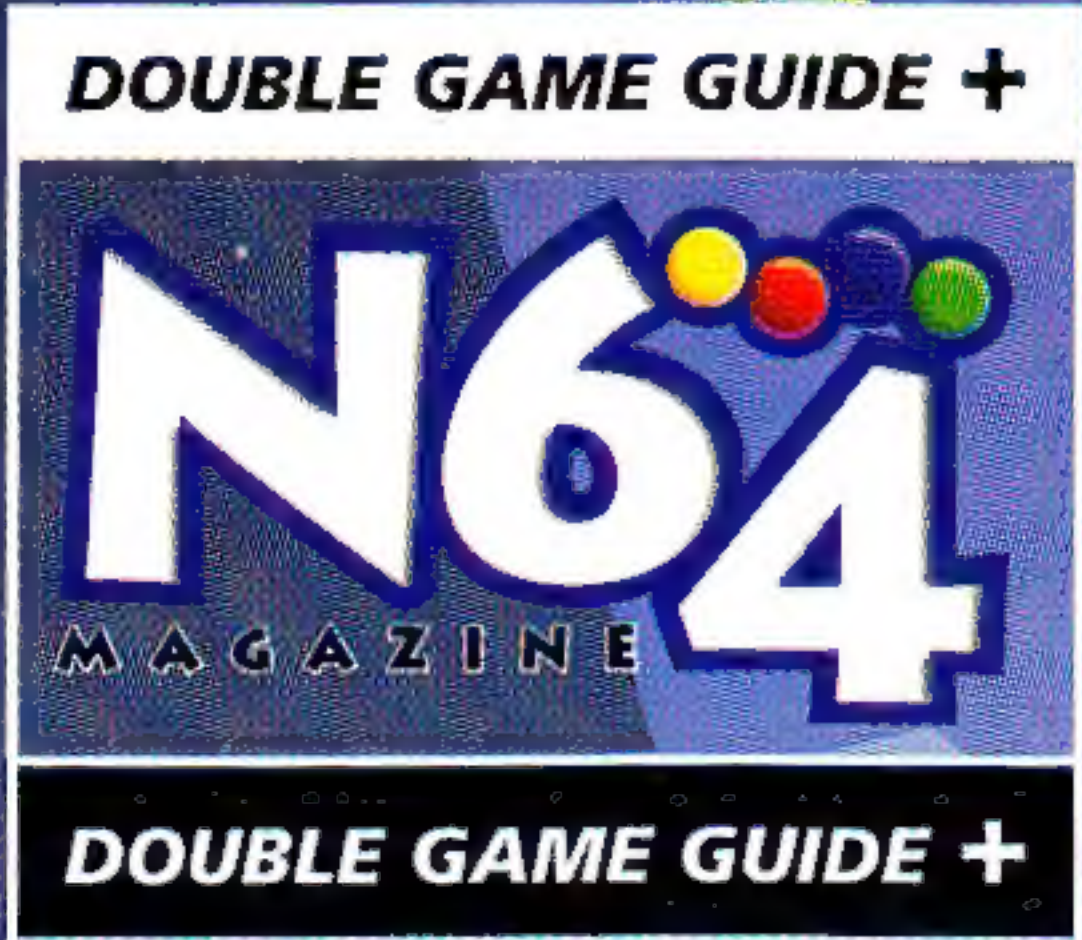


# Jet Force Gemini

# Super Smash Bros



**Blast your way through *Jet Force Gemini* with our bug-tastic step-by-step guide!**



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